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GO WORLD

SPRING 1989 NO.55



THE ISHI PRESS

The 2nd World Go Championship The Fujitsu Cup

Qualifying tournaments have already started around the world for this year's Fujitsu Cup the main section of which gets under way in February. The addition of representatives from South America and Chinese Taipei makes the Second Fujitsu Cup more international in scope than ever. In sponsoring this tournament, Fujitsu's aim is to contribute to the popularization of go and to strengthen the bonds of friendship among the people of the world.

Organized by:

The Yomiuri Shimbun,
The Nihon Ki-in,
The Kansai Ki-in.

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European Go Federation,
Nihon Ki-in Do
Brasil S/C LTDA,
Japan Air Lines.

第二回 世界囲碁選手権 富士通杯

1989 Tournament schedule/venue

Round 1,
Saturday, April 1: Tokyo,
Round 2,
Monday, April 3: Tokyo,
Round 3,
Saturday, June 3: Tokyo,
Semifinals,
Saturday, July 1: Osaka.
Playoff for 3rd place,
Saturday, August 5: Tokyo,
Final,
Saturday, August 5: Tokyo.

Participants: 24 players.

Seeded players: 3

Chinese Taipei: 2

Europe: 1

People's Republic of China: 5

Republic of Korea: 4

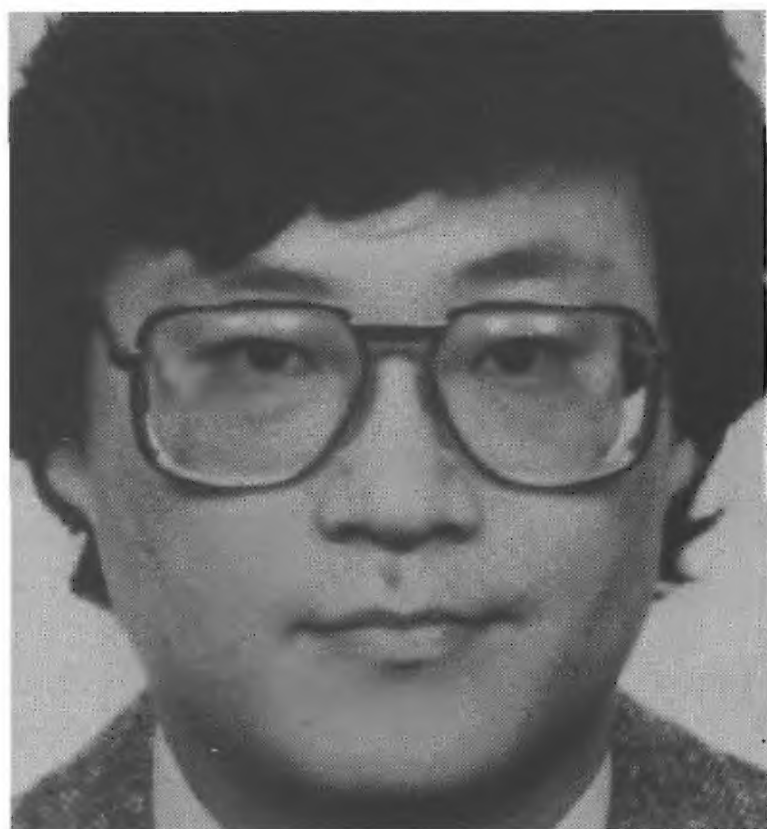
South America: 1

U.S.A.: 1

Japan: 7

FUJITSU

Feature Articles in this Issue



Giant-killer from the U.S.

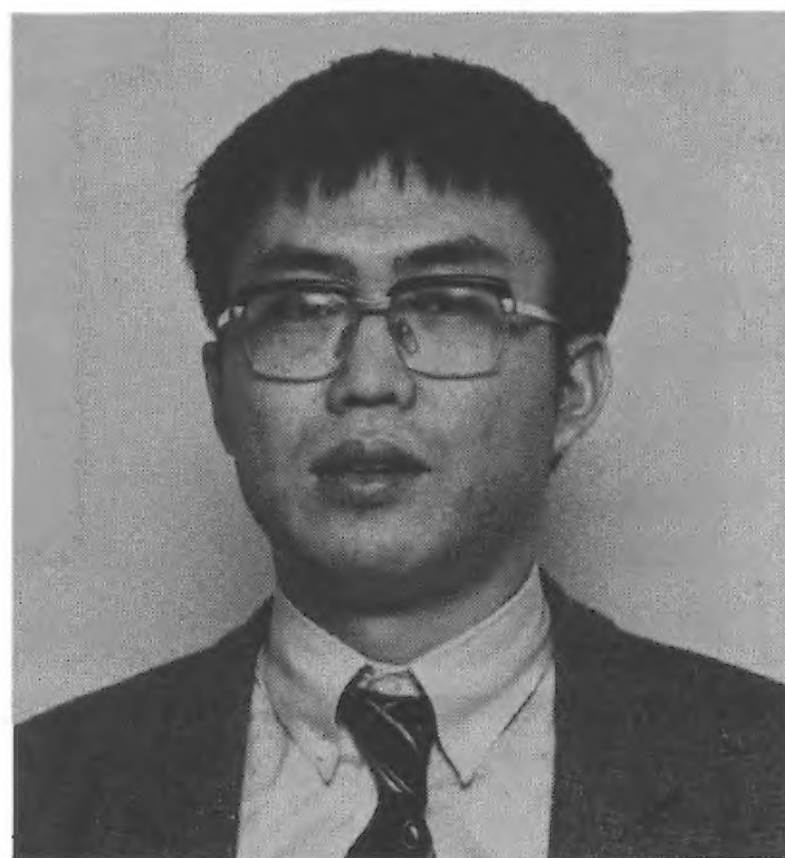
Korea v. Japan is the story in both semifinals of the 2nd Fujitsu Cup. Two of the faces are familiar — last year's finalists Takemiya and Rin — but there have been quite a number of upsets along the way, including a wipeout for China. The real surprise of the tournament was the outstanding performance of the U.S. representative Jimmy Cha 4-dan, the biggest dark horse to appear in a long time. In our report, we feature Jimmy's wins and present an interview with him. *Report begins on page 8.*



Michael Redmond: reaching for the top

1988 was a great year for Michael Redmond, with an important promotion and a series of victories over 9-dans, the players at the top of the ladder in the go world. In this issue we present a special report on his most memorable games against 9-dans, including the victory over the world champion that climaxed his year.

See page 44.



The myth crumbles: China suffers its first loss in the Super Go series.

For the first time Nie Weiping, the 'iron goalkeeper' who came to his team's rescue in every crisis and won three Super Go series against Japan almost single-handedly, has let the opposition through his defences. For an analysis of his loss to the unheralded and unassuming hero for Japan, Hane 9-dan, see page 38.

Other highlights include:

The Ing Cup semifinal in which the great veteran Fujisawa Shuko twice blundered away won games against Nie Weiping.

Our cover

The go motif may be just a little hard to pick out in the cover of this issue (the actor is holding a go bowl), but this is a rare (possibly unique) example of a modern print featuring a go theme. For a full description of the background, see page 7. If interested in acquiring a copy of the print, see the ad on page 23.

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Go World News



Thanks to a middle-game brilliancy, Nie Weiping of China (left) takes a 2-1 lead over Cho Hun-hyun of Korea in the final of the Ing Cup.

International Tournaments

1st Ing Cup, 2nd Fujitsu Cup

For details of these tournaments, please refer to the articles on them in this issue.

5th Japan-China Super Go

The score in this series is 1-1. The series started with a surprise when Yoda, who mowed down almost the whole Chinese team last time, lost the first game to an unknown Chinese 3-dan Yang Shihai. The 18-year-old Yang won the game, played at the Nihon Ki-in on 16 May, by half a point. However, Sonoda Yuichi 9-dan evened the score two days later.

The other members of the Japanese team are: Hane, Ohira, Yamashiro, Ishida Yoshio, Sakata, and Takemiya. Playing for China are: Zhang Wendong (the 1988 WAGC champion), Yu Bin, Qian, Jiang Zhujiu, Liu, Ma, and Nie. Unfortunately, however, the events of May in Beijing have thrown the immediate future of this series into doubt. Chinese go players have been closely connected with the political establishment, so it

may be difficult for the Japanese go world to resume contacts soon.

17th Japan-China Go Exchange

This year an eight-member Japanese team of young players whose average age was 20 toured China for two weeks in the middle of May. The host country also fielded young players, and by coincidence the average age of the 41 players in the Chinese teams was also 20. The result of the seven matches was a narrow victory for the touring side, which scored 29 wins to 27 losses. The stars for the touring side were Morita 4-dan and Miss Aoki Kikuyo 2-dan, both of whom scored 6-1.

China Wins WAGC Yet Again

The 11th World Amateur Go Championship, held in Nagoya from 23 to 26 May, was won by Che Zewu of China, but he only prevailed over Tsai Wenhe of Chinese Taipei because of a superior SOS score. Both Che and Tsai ended up on 7-1. They were followed by a group of players on 6-2, of whom Hirata of Japan took third place,

Lee Hak-yong of Korea fourth, Helmut Hasibeder of Austria 5th, and Laurent Heiser of Luxembourg 6th. The other place-getters were Janusz Kraszek of Poland, 7th, and Rade Petrovic of Yugoslavia 8th (both on 5-3). This was China's eighth victory in the WAGC.



He racks up another WAGC triumph for China.

Japanese Tournaments

Kobayashi Defends Kisei Title

It looked as if Kobayashi might be in for a tough time when the challenger Takemiya Masaki won the first game, held in New York, of the 13th Kisei title match, but then he swept the next four games to maintain his position as the number one player in Japan for the fourth year in a row. Once again Kobayashi showed that Takemiya's 'cosmic' go holds no fears for him.

Results:

Game 1 (18, 19 Jan.). Takemiya (W) won by resig.

Game 2 (1, 2 Feb.). Kobayashi (W) won by resig.

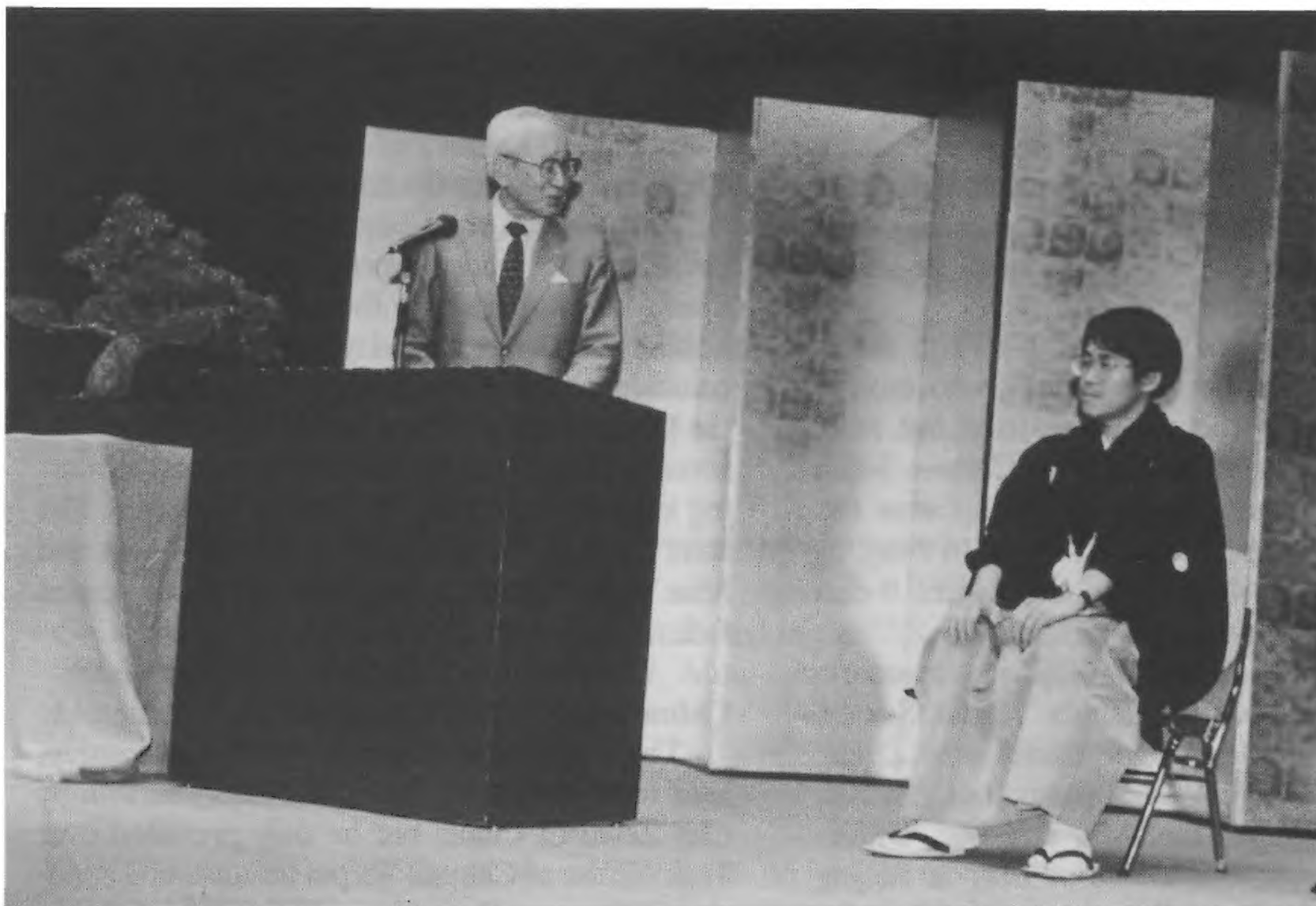
Game 3 (8, 9 Feb.). Kobayashi (B) won by resig.

Game 4 (22, 23 Feb.). Kobayashi (W) won by 6 1/2 points. Game 5 (1, 2 March). Kobayashi (B)

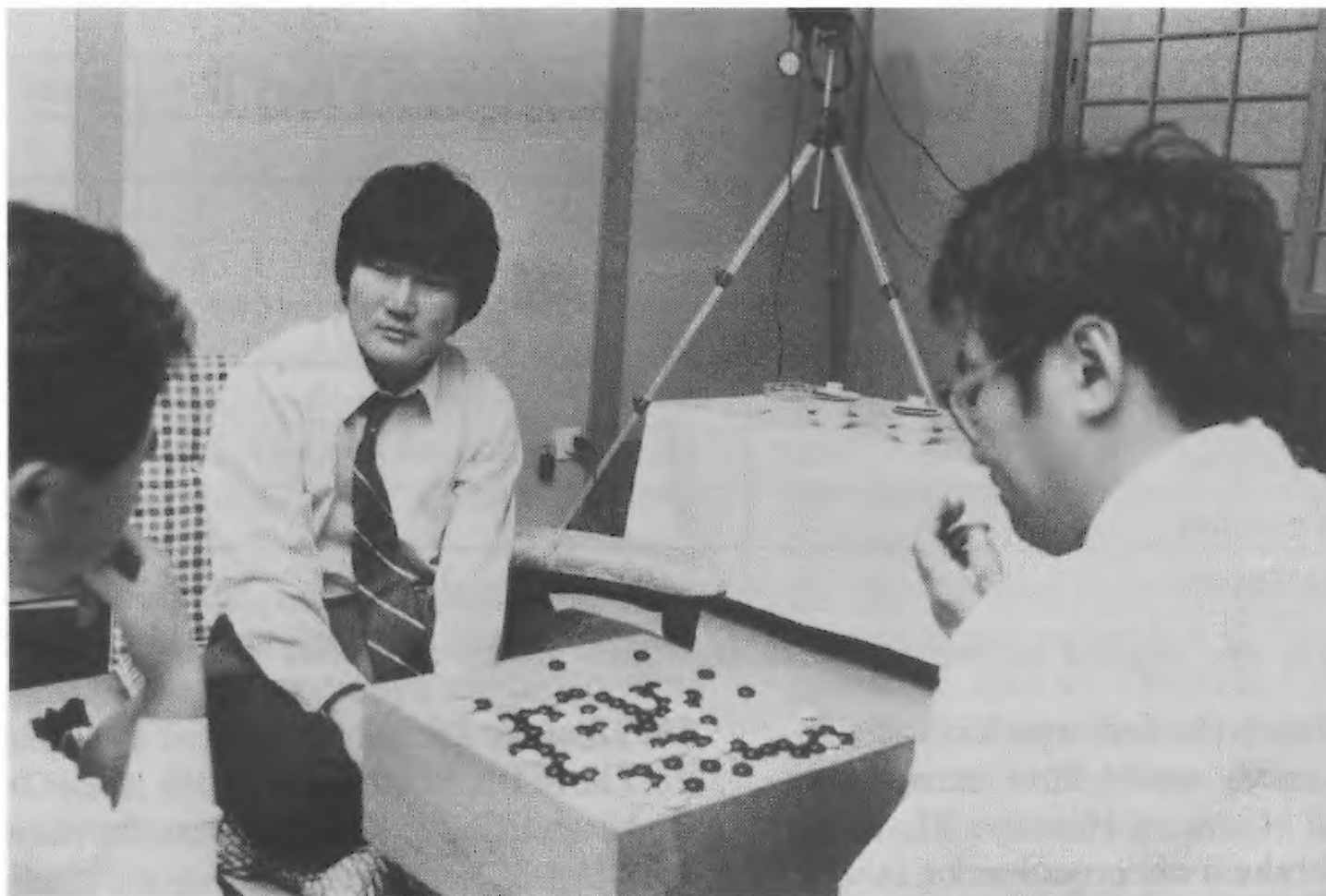
won by 3 1/2 points.

Cho Chikun Defends Judan, Takes Honinbo Title

Cho Chikun is on the comeback trail and after triumphs in two title matches in a row, both without dropping a game, has increased his tally of titles to three, which is like the old days for him. For the first time he seems to have regained



Asada Shizuo, Chairman of the Board of Directors of the Nihon Ki-in, congratulates Kobayashi Koichi on his third successful defence of the title at the 1989 Kisei Award Ceremony.



First Cho defends the Judan title against Rin . . .

the form he enjoyed before his disastrous accident just before the start of the 10th Kisei title match in 1986. First of all, Cho rebuffed the challenge of Rin Kaiho in the 27th Judan title match with three straight wins, then he stripped Takemiya of the Honinbo title with four straight wins. Added to his Tengen title, that means that he now holds three titles, so he and his old rival Kobayashi Koichi (who has the Kisei, Meijin, and Gosei) now almost completely dominate the Japanese go world. The only hold-out is Kato in the Oza title.

The Judan games were all difficult fighting games which could have gone either way — but didn't because of Cho's tenacity and also his accurate play under time pressure. The Honinbo games were a different story: Takemiya didn't play with the determination he usually reserves for this title and against Cho he seemed to lack confidence in his large-moyo strategy. He let Cho split the game up into the small-scale local fighting of which Cho is a master. The series was notable for Takemiya's bad play in the late middle game.



Then he takes the Honinbo title away from Takemiya.

44th Honinbo League

Pank	Player	O	KK	Y	KM	C	KT	H	KS	Score	Place
1	Otake Hideo	—	0	1	1	1	1	1	0	5 - 2	2
2	Kobayashi Koichi	1	—	0	0	1	1	0	1	4 - 2	3
3	Yamashiro Hiroshi	0	1	—	1	0	1	0	0	3 - 4	—
4	Kato Masao	0	1	0	—	0	0	1	0	2 - 5	—
5	Cho Chikun	0	0	1	1	—	1	1	1	5 - 2	1
5	Kojima Takaho	0	0	0	1	0	—	1	0	2 - 5	—
5	Hane Yasumasa	0	1	1	0	0	0	—	1	3 - 4	—
5	Kataoka Satoshi	1	0	1	1	0	1	0	—	4 - 3	4

Note: The players are ranked according to their results in the previous league.

One more defence (he had won four titles in a row) and Takemiya would have earned the right to the title of Honorary Honinbo. He is the only player to make two comebacks in the Honinbo title (Rin has done it in the Meijin), so it will be interesting to see if he come back a third time.

The results:

27th Judan Title

Game 1 (7 March). Cho (W) won by resig.

Game 2 (24 March). Cho (B) won by 6 1/2 points.

Game 3 (6 April). Cho (W) won by resig.

44th Honinbo Title

Game 1 (12, 13 May). Cho (B) won by resig. This game was held in Madrid.

Game 2 (29, 30 May). Cho (W) won by resig.

Game 3 (7, 8 June). Cho (B) won by resig.

Game 4 (15, 16 June). Cho (W) won by resig.

The Honinbo League

The 44th league ended in a tie between Otake and Cho. The latter won the playoff held on 24 April.

Rin Leads in Meijin League

After being in front of the field through the first five rounds, Takemiya stumbled in the next two rounds, with losses to Honda and Ishida Yoshio, so now Rin Kaiho has taken the sole lead. Awaji, a two-time Honinbo challenger, has shown impressive form in this year's league and is in equal second place with Takemiya. Honda Kuniyisa, who has not yet played his 7th-round game, is also in the running.

News from Europe

German Open Go Tournament 1989

This five-round MacMahon event was held
Continued at bottom of page 7.

14th Meijin League (as of 7 July 1989)

Rank	Player	KM	R	C	F	T	I	H	A	KK	Score
1	Kato Masao	—		1	0		1	0	0	0	2 - 4
2	Rin Kaiho		—		1	0	1	1	1	1	5 - 1
3	Cho Chikun	0		—		0	1	0	0	1	2 - 4
4	Fujiwara S.	1	0		—	0			0	1	2 - 3
5	Takemiya		1	1	1	—	0	0	1	1	5 - 2
6	Ishida Yoshio	0	0	0		1	—	1	0	0	2 - 5
7	Honda Kuniyisa	1	0	1		1	0	—		1	4 - 2
7	Awaji Shuzo	1	0	1	1	0	1		—	1	5 - 2
7	Kamimura K.	1	0	0	0	0	1	0	0	—	2 - 6

Note: The players are ranked according to their results in the previous league.

The Temple of the Golden Pavilion

by William Pinckard

In 1757 a play entitled *Gion Sairei Shinkoki* was produced in the Bunraku puppet theater in Osaka and in the following year was adapted to the kabuki stage in Edo. One act from this play, *Kinkakuji* or *The Temple of the Golden Pavilion*, is still popular.

The scene is laid in that same temple in Kyoto, built by an early Ashikaga Shogun, which is still a must-see on everybody's sightseeing list. In the play it is being occupied by the evil Matsunaga Daizen, the disloyal governor of Kyoto, who is involved in complicated plots to overthrow the Ashikaga Shogunate. The time is around the middle of the 16th century. As the play opens, Daizen and his brother are playing a game of go on the edge of the verandah and discussing their schemes. A stranger, securely bound with ropes, is led into the garden. A servant announces that he has just discovered him lurking outside the walls.

The stranger, who gives his name as Tokichi, says that he simply wants to enter Daizen's service. Really, as we discover later, he is an Ashikaga loyalist bent on overthrowing Daizen. To test his brain power Daizen challenges him to a game of go. As they play we see a beautiful young woman in another part of the stage. She reveals that she is in a state of mental agony because Daizen, whom she loathes, is keeping her husband a prisoner and has sworn not to release him until she sacrifices her virtue. (This explains her presence over to one side in some of the prints of this scene which have appeared on the covers of *Go World* — see No. 43, for example.)

Tokichi wins the game and Daizen is annoyed. As a further test he throws one of the go bowls into a well in the garden and commands

Tokichi to retrieve it without getting his hands wet. Tokichi rises to the challenge with a brilliant stroke. He diverts a bamboo tube carrying water from a nearby waterfall into the garden, so that the water runs into the well, rapidly filling it and causing the bowl to float to the top. He scoops it up with his fan, places it on the go board, and ceremoniously presents it to Daizen, crossing his eyes as he does so. This time Daizen is delighted with Tokichi's quick wit and admits him into service, thereby setting himself up for destruction by the time the play ends.

An interesting point about this drama is that Edo theater-goers recognized Tokichi to be none other than the young Toyotomi Hideyoshi, the great warlord, in disguise. His boyhood name was Tokichiro, and he played a leading role in the struggles which led to the establishment of the Tokugawa Shogunate. Hideyoshi's well-known love of go no doubt prompted the playwrights to weave the game so effectively into the plot. His teacher was Nikkai, later to become the first head of the Go Bureau and the first in the long line of Honinbos.

When Tokichi on stage presents the bowl to Daizen he always emphasizes the climactic moment with a special piece of acting called *mie*, a crossing of the eyes in a complicated manner while making a fierce grimace. This eye-crossing, seen in so many Japanese theatrical prints, is not a convention of graphic art but a realistic depiction of an ancient stage convention.

Our cover shows Nakamura Kichiemon II as he appeared in a performance of *Kinkakuji* in 1987. The artist is Tsuruya Kokei, a young master of woodblock print technique and a specialist in Kabuki subjects.

Continued from page 6

on 21 and 22 January under the patronage of the Japanese Embassy (Bonn) and the Japanese Consulate-General (Düsseldorf). The tournament was opened by the Consul-General N. Owada and F. Kinnigkeit, Mayor of Essen. With 235 participants from 11 countries, the German Open established itself as the number two tournament (after Paris) of this kind in Europe.

First place was taken by Yoo Jong-su 6-dan

of Korea, the strongest player resident in Europe. His prize was a Technics keyboard. Second was Ahn 4-dan, also of Korea, who has been studying in West Germany for the past four months. The third place and DM 800 were shared by: Pierre Colmez 5-dan (France), David Schoffel 5-dan (W.G.) and Furunishi Hitoshi 6-dan (Japan). The tournament will be held every year in Essen on the second weekend in January.

(Report from Ralf Hohenschurz.)

The 2nd Fujitsu Cup

*2nd Fujitsu Cup full of surprises
Japan v. Korea in both semifinals*

When you get 24 of the top players in the world together for one tournament and cut them down to four for the semifinals, it's inevitable that there will be upsets along the way. Even so, one didn't bargain for just how full of surprises the 2nd Fujitsu Cup would be. Last year the tournament was a disaster for Korea; this year it was the turn of the Chinese representatives to be unceremoniously eliminated in the early rounds. Some top Japanese players also had their reputations dented.

That said, it has to be admitted that two players displayed the same consistent form as last year: once again Takemiya and Rin Kaiho (playing for Japan) have won their way to the semifinals. Their opponents will be Cho Hun-hyun and Suh Bong-soo, both of Korea. Takemiya, who really seems to enjoy the stimulation of these international tournaments, proclaimed from the start that he would be repeating his triumph. He said, with his usual smile on his face: 'I'm an angry man these days. Anyone who runs into me is going to get chewed up into little pieces.' He didn't look angry at the time, but since then he has lost his Honinbo title, so he has all the more incentive to take the Fujitsu Cup a second time.

Round One (1 April)

Jimmy Cha 4-dan (U.S.A.) beat Yamashiro Hiroshi 9-dan (Japan).

Cho Hun-hyun 9-dan (Korea) beat Honda Kunihiisa 9-dan (Japan).

Qian Yuping 9-dan (China) beat Ronald Schlemper (Europe).

Liu Xiaoguang 9-dan (China) beat Liang 6-dan (Korea).

Liang Weitang 7-dan (China) beat Fernando Aguilar (South America).

Awaji Shuzo 9-dan (Japan) beat Chen Xinlin 8-dan (China)

O Meien 8-dan (Chinese Taipei) beat Lee Chang-ho 3-dan (Korea)

Suh Bong-soo 9-dan (Korea) beat Chen 5-dan (Chinese Taipei)

Round Two (3 April)

Cha (U.S.A.) beat Ohira Shuzo 9-dan (Japan).

Cho Hun-hyun beat Kobayashi Koichi (Japan).

Takemiya Masaki (Japan) beat Qian (China).

Liu (China) beat Cho Chikun 9-dan (Japan).

Rin Kaiho 9-dan (Japan) beat Liang (China).

Ma Xiaochun 9-dan (China) beat Awaji.

O Meien (Ch. Taipei) beat Nie Weiping 9-dan (China).

Suh (Korea) beat Kato Masao 9-dan (Japan).



Some of the world's top players at the Opening Ceremony for the 2nd Fujitsu Cup (31 March).



Drawing for his opponent in the 2nd round, Cho Hun-hyun, Korea's number one player, once again finds himself matched against Japan's number one, Kobayashi Koichi. You'd expect these two to meet in the final, but fate has decreed otherwise: they've run into each other in the first or second round of the three major international tournaments played so far (the 1st and 2nd Fujitsu Cups and the Ing Cup). Cho has taken the honours 2-1.

Quarter-finals (3 June)

Cho beat Jimmy Cha, Takemiya beat Liu, Rin beat Ma, Suh beat O Meien.

One of the major shocks of the tournament was the loss of Nie Weiping of China, one of the favourites, to O Meien, a Nihon Ki-in player representing Chinese Taipei. Another favourite eliminated in the second round was Cho Chikun, who lost to Liu of China.

The dark horse from America

The biggest surprise of the tournament was the stunning success of the U.S. representative, Jimmy Cha 4-dan, who defeated two Japanese 9-dans in Yamashiro Hiroshi, two-time Honinbo challenger, in the first round and Ohira Shuzo, winner of the Nihon Ki-in Championship title from 1966 to 1969. Making his first appearance in an international tournament, Cha rose to the occasion and convincingly outplayed his opponents; he thus scored the first wins for a Western country in an international professional tournament. Cha made quite a splash in the Japanese

go press with these wins, but he modestly attributed his success to the Japanese players underestimating him. That might help explain Yamashiro's loss, but it doesn't work as an excuse for Ohira. Cha's win over the latter was particularly impressive. Both of these games are presented later in this report, together with an interview.

Organization of the tournament

This year there were some important changes in the organization of the tournament. The number of players was increased from 16 to 24, and Chinese Taipei and South America were invited to join the tournament. Last year professionals had to represent the organizations they were affiliated with, but this year they were free to play for their home country if they wished. That meant, for example, that Michael Redmond was eligible to play for the U.S.A. — except that he lost to Jimmy Cha in the U. S. final. Cha himself earned his professional credentials from the Han Kuk Kiwon (the Korean Go Association).

Another change, as far as Japan is concerned,



This year Korea made up for its dismal performance in the 1st Fujitsu Cup. Suh Bong-soo, the number two player in Korea for the last decade after Cho Hun-hyun, eliminated Kato Masao (on right) of Japan. Kato's lacklustre performance in the international tournaments reflects his inexplicably poor form in Japanese tournaments over the last year.

is that the tournament was recognized as an official tournament, with the results being included in a player's official record. The precondition for this recognition is that a tournament be open to all professionals, and this year a Japanese qualifying tournament was held. Because they are not open to all professionals, such international tournaments as the Ing Cup and the Japan-China Super Go series still don't qualify as official tournaments like the Japanese newspaper tournaments. Actually, as far as the size of the prize money goes, the Fujitsu Cup would rank in 4th place in Japan, between the Honinbo and Judan tournaments. It's interesting to note that Kobayashi Koichi was reported as saying that he ranked the cup on the same level as the top three Japanese tournaments.

To go on to the actual running of the tournament, the top three place-getters last year (Takemiya, Rin, Nie) were seeded into the second round, as were also the representatives of the countries taking 4th to 8th place (not necessarily the same player as last year). The other 16

players started out in the first round.

In our report in this issue we would like to focus on the performances of the Western representatives, beginning with an interview with Jimmy Cha, and also take a look at the game played by the 13-year-old prodigy Lee of Korea.

Late News

In the semifinals, played on 1 July, Takemiya defeated Cho Hun-hyun by 4 1/2 points and Rin Kaiho defeated Suh Bong-soo by 2 1/2 points, so we have the same pairing for the final as last year. In contrast to the Ing Cup, the Fujitsu Cup seems to be a lucky tournament for Japan. Takemiya's win over Cho shows that he has already bounced back from his loss of the Honinbo title. The final and the playoff for 3rd place will be held on 5 August.

Jimmy Cha: Giant Killer

Jonathan Wood



The first two rounds of the 2nd Fujitsu World Cup ended on April 3 with eight players left to decide the world championship of go. There were two Chinese, two Taiwanese, two Koreans, one Japanese, and one American. One American? One of the best eight go players in the world is an American? Well, yes and no. Jimmy Cha is an American, but he doesn't consider himself that high up in the world go hierarchy.

'Whoever wins a game (in the Fujitsu tournament) doesn't mean they're the strongest or not, it's whoever is in better condition,' Cha commented shortly after putting away his second Japanese 9-dan. We spoke at the Nihon Ki-in about Cha's stunning victories and his life in general.

'I didn't expect to win because I don't get to play much, but I just tried my best,' he explained. 'I didn't think I'd win any games but at least I'd get the chance to meet Kobayashi Koichi or Cho Chikun.' This isn't false modesty. Cha is an open, genial man who candidly admits to being a 'spoiled' rich kid whose mother kicked him out of Korea. That's how he ended up in the U.S., much to the good fortune of American go players.

Cha started playing go at eight and was at the level of a professional 2-kyu in Korea (about an amateur 3-dan) at nine. 'My cousin taught me how to play and I got interested in it. I used to make so much trouble that my mother was happy for me to go play some game instead of jumping around,' he said.

'I was the amateur national champion in Korea for about five years, around the time I was in university,' Cha noted. He didn't want to become a professional, however, because he wanted to go to China. There were poor diplomatic relations between China and Korea then, and he was hoping for some 'go diplomacy' similar to the Ping-Pong diplomacy that helped open China to the rest of the world. 'A pro couldn't go at that time because they didn't have pros in China.'

That ambition was never realized, and Cha eventually turned pro in 1974, though he didn't play much. 'I liked fooling around,' he said. 'They didn't pay much and I didn't really need the money.'

He left for the U.S. soon after and became a citizen last year. His brother and two sisters also live in the U.S., one sister being a professor at Wayne State University, where she teaches piano.

Cha took up a rather interesting occupation once in the States: he became a professional gambler. 'I'm in the top ten in poker. In 1976 I won the stud poker championship and in 1977 I was fifth in the Hold 'Em and Low-Ball championship.'

Poker began to lose its appeal for Cha, however, because it became a job. He has never lost his enthusiasm for go, though. 'Go is the most interesting and fun game I've ever played. I love go, playing go and promoting go in America,' he said.

He sees a bright future for go in the U.S. 'Yang Yi-len [see GW 51] is teaching over 50 children in L.A. He's a very good teacher and a strong player. He's about two games up on me.' He added, 'There are many strong players in the Korean and Chinese communities in L.A. and they play exchange matches twice a year.'

Cha rarely studies go. 'At home, sometimes, when I get real bored, I look at books.' He believes his strengths to be fighting and shapes, though he loses a lot of games 'because I play too

fast. My style is never to think.' He did admit to slowing down a bit in the World Cup. 'I'm playing for America, not just for myself,' he said.

Playing for the U.S. could be tougher in the future. Not only will he have to keep beating Michael Redmond, as he did to earn the right to represent the U.S., but he is becoming busier, too. His mother recently had heart surgery and wants him to go back to Korea to take over the family business. 'I don't really want to go back because I'm enjoying my life in the U.S. so much. I'll probably go to Korea next January to start running the business and then go back and forth between the two countries,' Cha said.

He felt the only chance he had for winning in the Fujitsu Cup was that his opponents 'didn't realize how strong I was.' His next foe won't make that mistake. He's paired against Cho Hun-hyun, Korea's top player. 'We used to play each other when we were in the air force together. I beat him a few times at sen (black, no komi for white), but he's much stronger than me.'

That's how most people felt about Yamashiro and Ohira, his opponents in the Fujitsu Cup, but Jimmy Cha proved them wrong. Cho Hun-hyun will have to be careful, because he may find America's giant-killer with a royal flush over his four-of-a-kind.

[Cha did lose his semifinal with Cho, by 4 1/2



points, but he put up a respectable fight and was well in the game.]

Jimmy Cha v. Yamashiro

White: Jimmy Cha 4-dan (U.S.A.)

Black: Yamashiro Hiroshi 9-dan (Japan)

Played on 1 April 1989.

Commentary by Ohira Shuzo 9-dan.

Figure 1 (1-24). *Too close to thickness*

The counter pincer of White 8 is an unusual move. The sequence to 23 is a joseki. I can't accept that White 24 is good: it's too close to Black's thickness.

Figure 2 (25-50). *White parries two attacks.*

Black 25 seems to be premature; making an extension along the left side would be more peaceful. White 26 is a good answer which takes Black by surprise. In the inevitable continuation to 34 White succeeds in settling his group.

White 38 and 40 are a shrewd answer to Black 37. White skilfully dodges the attack.

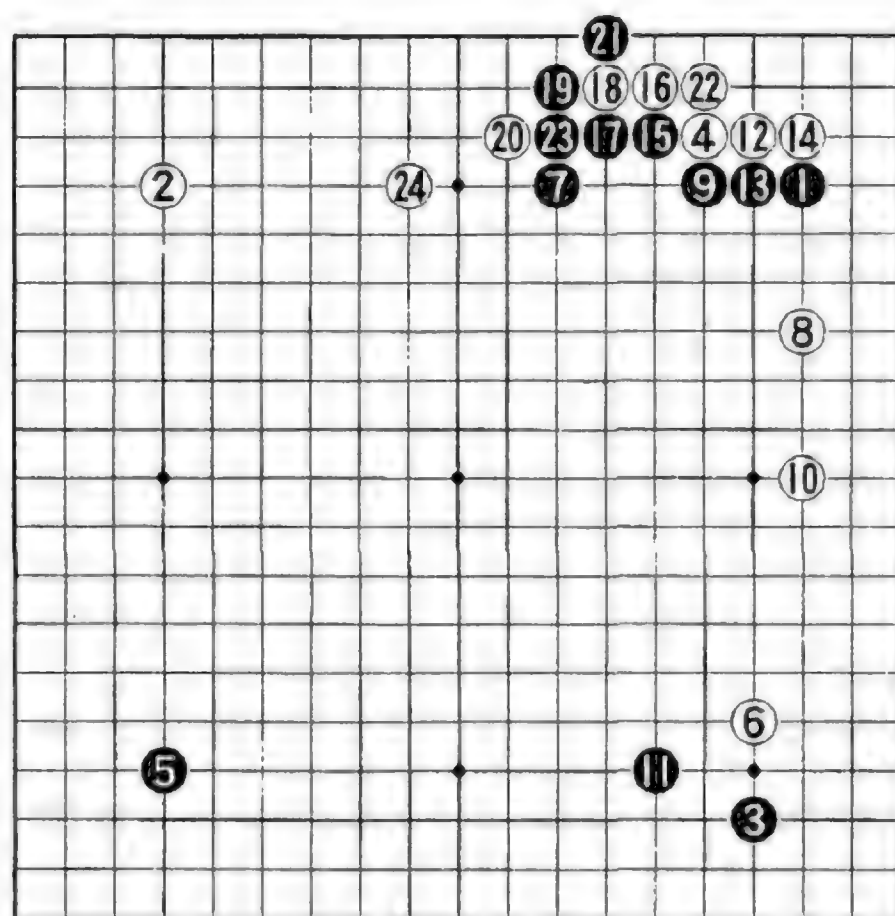


Figure 1 (1-24)

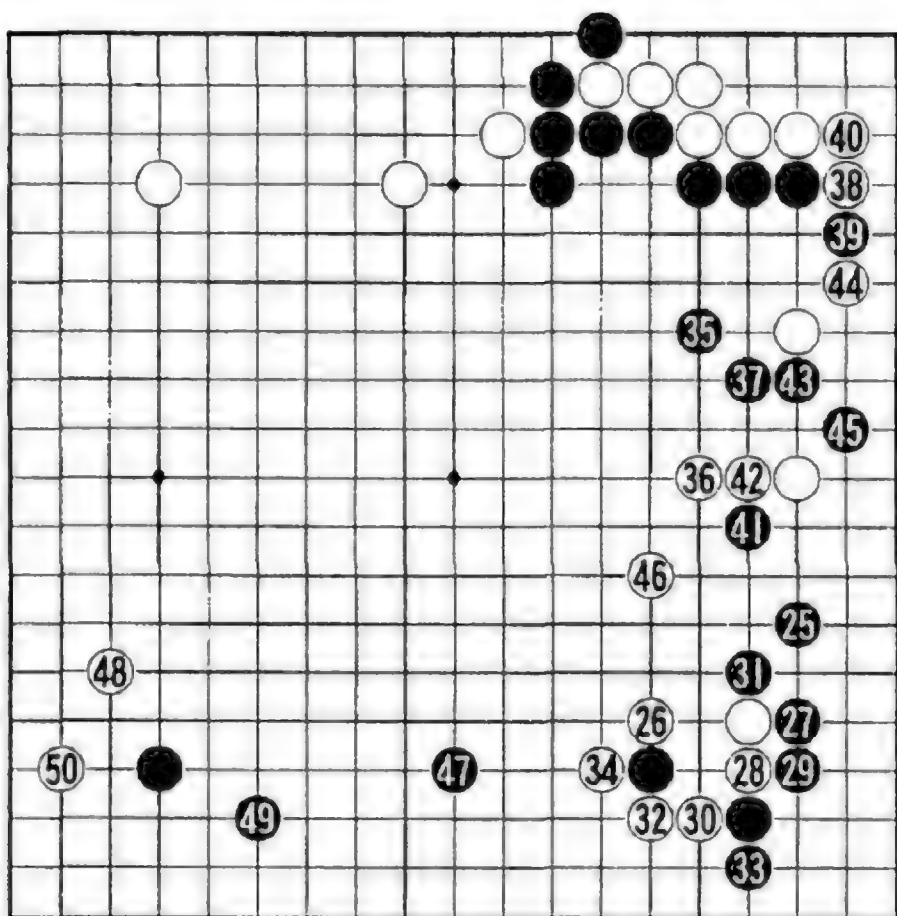
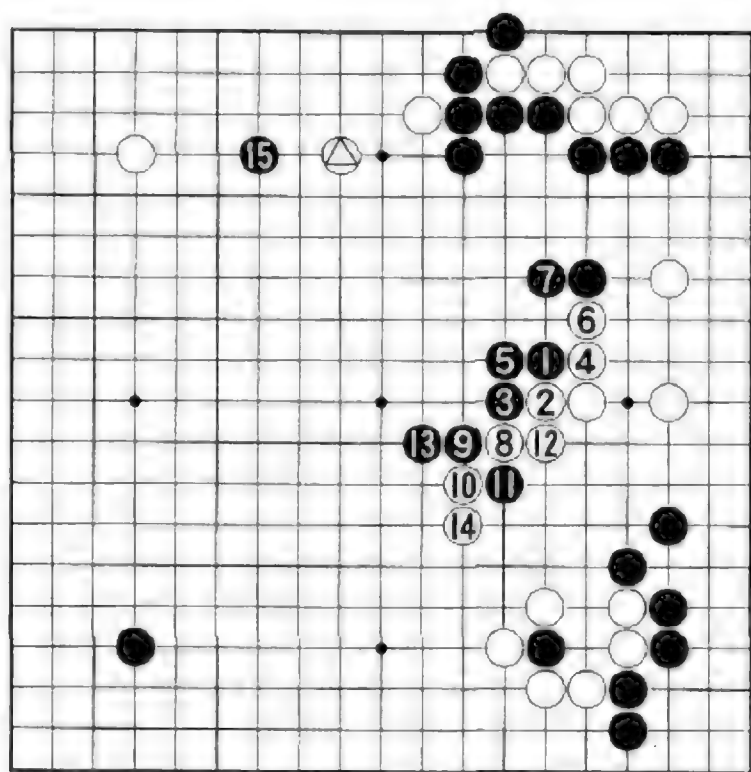


Figure 2 (25-50)

Black 37 let slip a good opportunity to start a fight. Instead, he should attack on a large scale with 1 in *Dia. 1*. The continuation to 14 here is just one possibility, but the idea is to build thickness in the centre, then use it to attack at the top with 15. This would turn the marked white stone into a bad move.



Dia. 1: better for 37

I also played Cha. His positional judgement is solid; he's a flexible player who doesn't rely on main force but scores points with small jabs. Like me, Yamashiro was cleverly outboxed.

Figure 3 (51-76). *White simplifies the game.*

White is ahead in territory, so attacking with 51 is natural for Black.

Black 67. Black decides that attacking the white group on the bottom right would not work well, so he makes a leaning attack.

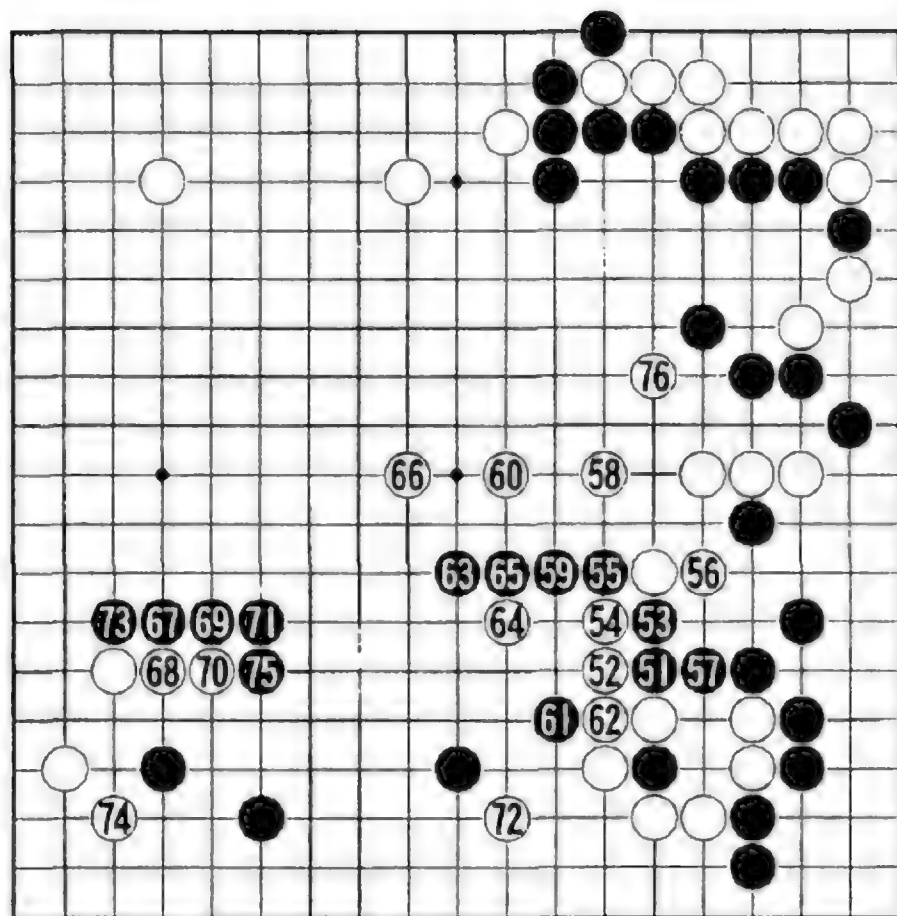


Figure 3 (51-76)

White 72. Making sure of eyes for this group simplifies the game for White. He does not mind letting Black block at 73, as then his jump to 66 looks really good. Black cannot expect to make much territory on the left side.

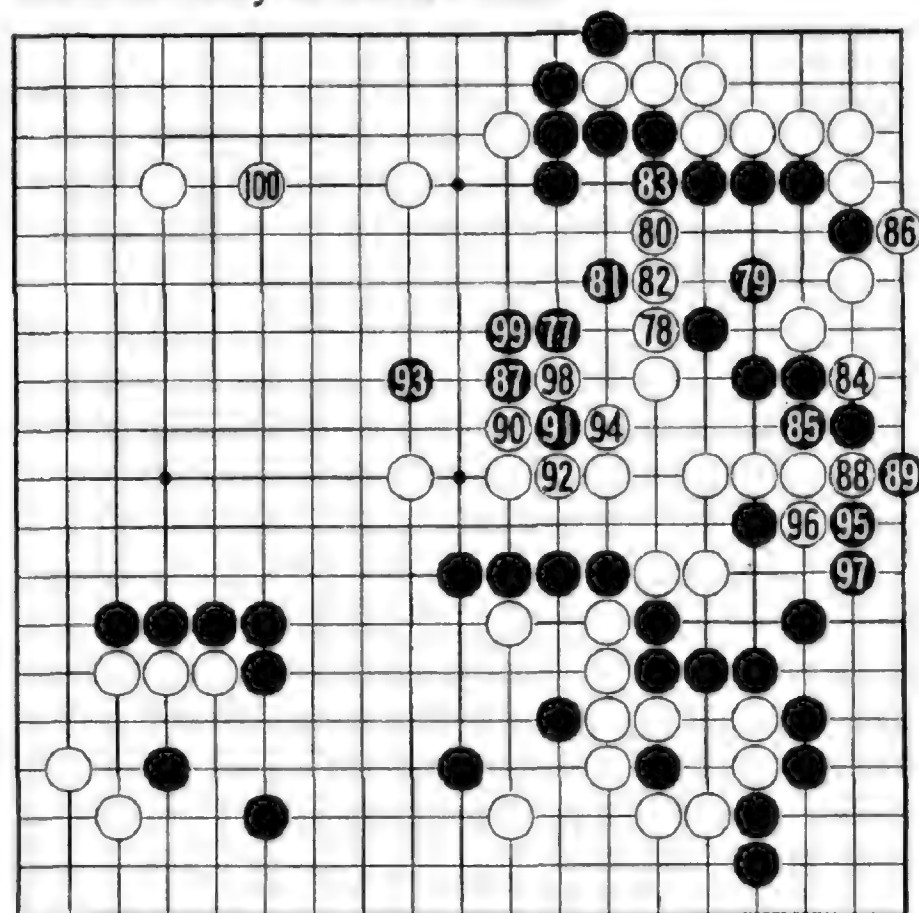


Figure 4 (77-100)

Figure 4 (77-100). *The losing move*

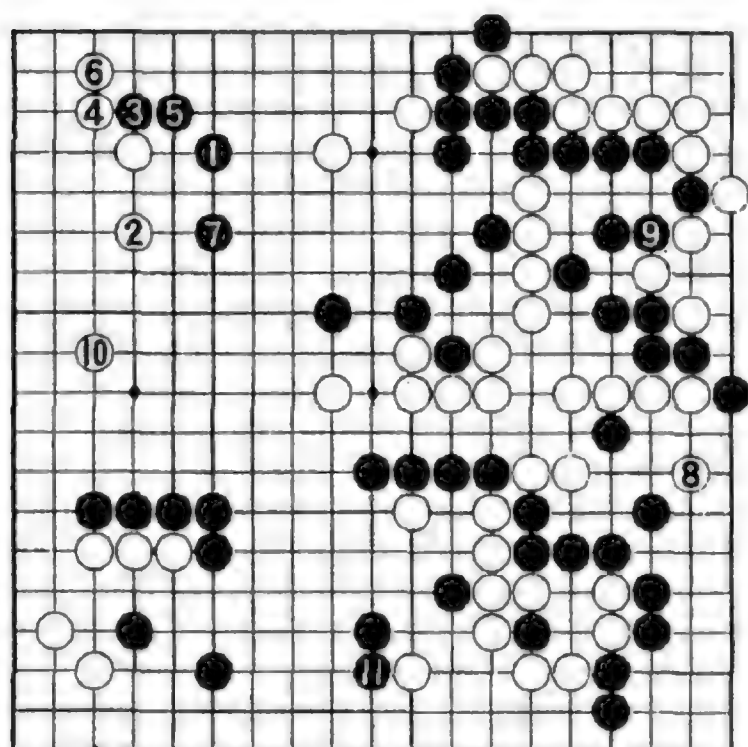
Since the centre jump (White 66) erases Black's thickness in the bottom left corner, White is leading. Forcing with the block at 88 before living shows superb timing.

Linking up with 95 is the losing move. The temptation to play here is natural after White has played 88, but still it is not an urgent move. When White defends at 100, Black's chances of winning slip away. Instead of 95 —



Jimmy Cha didn't play like a 4-dan against Yamashiro. In fact, the Korea Ki-in is reported to be considering promoting him to 7-dan in recognition of his fine performance in the Fujitsu Cup.

Dia. 2. If Black had invaded at 1 at the top and swallowed up the two white stones, the game would still have been open. Black was probably worried about White's sente jump to 8, but this is nothing special. If Black got to block at 11, his big territory at the top would put him in the game. For psychological reasons a professional is tempted to link up with 85, but in this position playing at the top was more urgent. Yamashiro wasn't playing with his usual calm detachment.



Dia. 2

The territorial balance crumbles when White plays at 100.

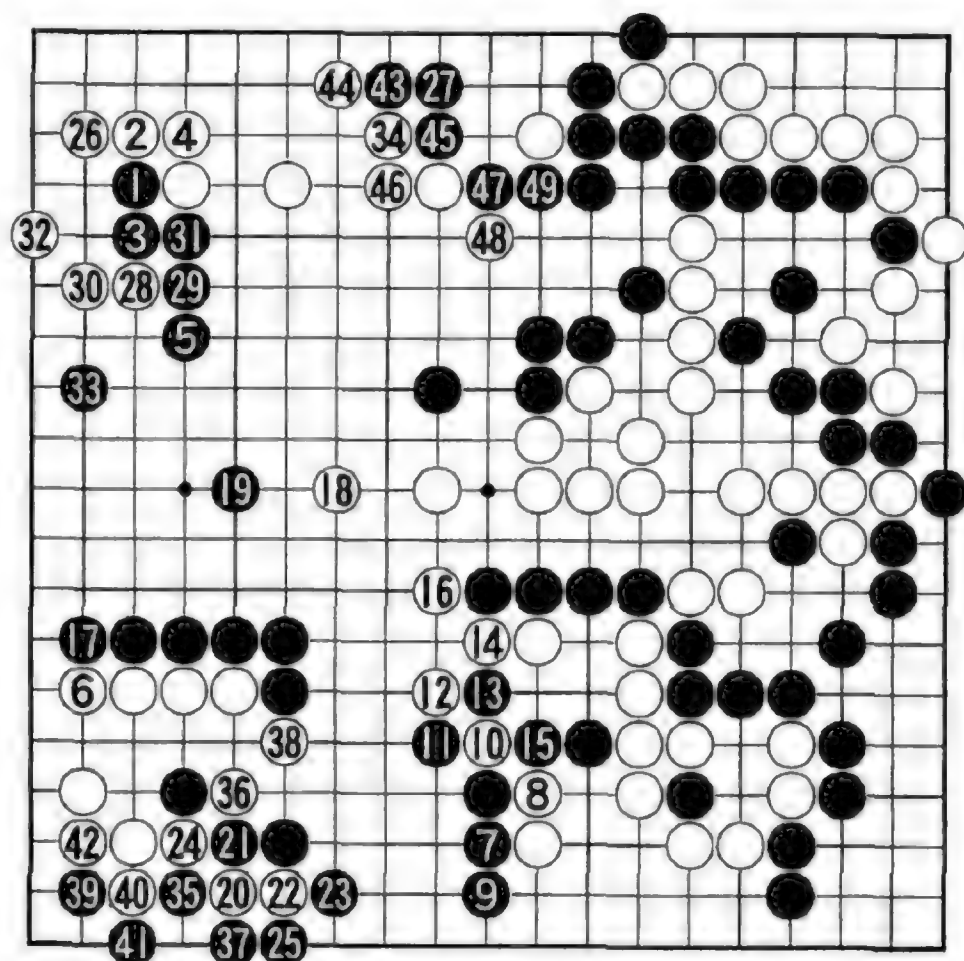


Figure 5 (101-149)

Figure 5 (101-149). *White winds the game up.*

White plays very calmly. When Black converts the left side into territory with 1 to 5, he makes the excellent descent at 6

Black 9. If at 10, White will use his sente to invade the left side. Because of 9, White captures four stones in the centre; this is painful for Black, but it can't be helped.

White steadily piles up the points in the endgame. Black 27 is big, but it's miai with White 28.

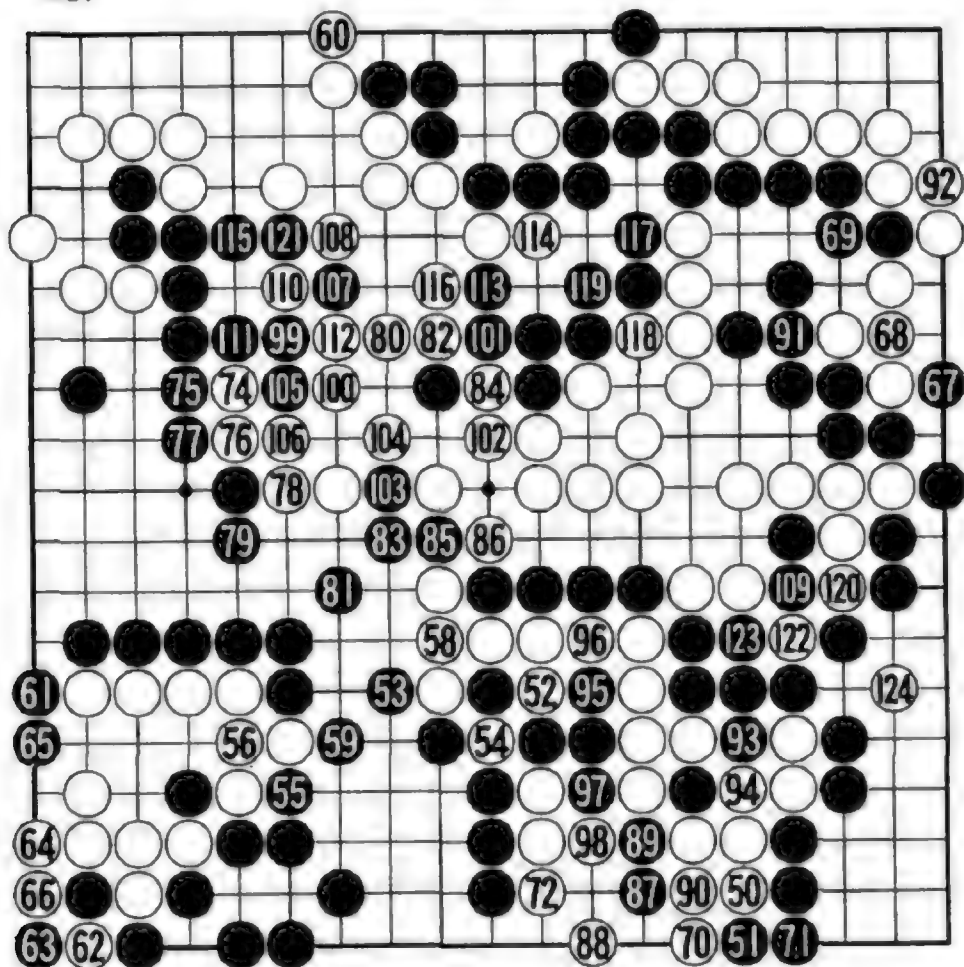


Figure 6 (150-224)

57: ko (above 54); 73: connects (at 54)

Figure 6 (150-224). *On top all the way*

White has the game under control as he winds it up. White 88 is a good answer to 87: Black's attack doesn't work.

White punished Black for his below-par play in the opening, then brushed aside all his efforts to catch up — aided by the sureness of his positional judgement. At the end, Black 121 just sets the scene for resignation.

Black resigns after White 224.

Jimmy Cha v. Ohira (Round 2)

White: Ohira Shuzo 9-dan (Japan)

Black: Jimmy Cha 4-dan (U.S.A.)

Played on 3 April 1989.

Commentary by Kojima Takaho 9-dan.

Figure 1 (1-53). *The losing move*

White plays the high approach move of 24, then later jumps to 30, because he is aiming at pulling out his stone at the top left with 'a'. Black blocks at 31 to eliminate this aji: if White 'a', he now gets a geta.

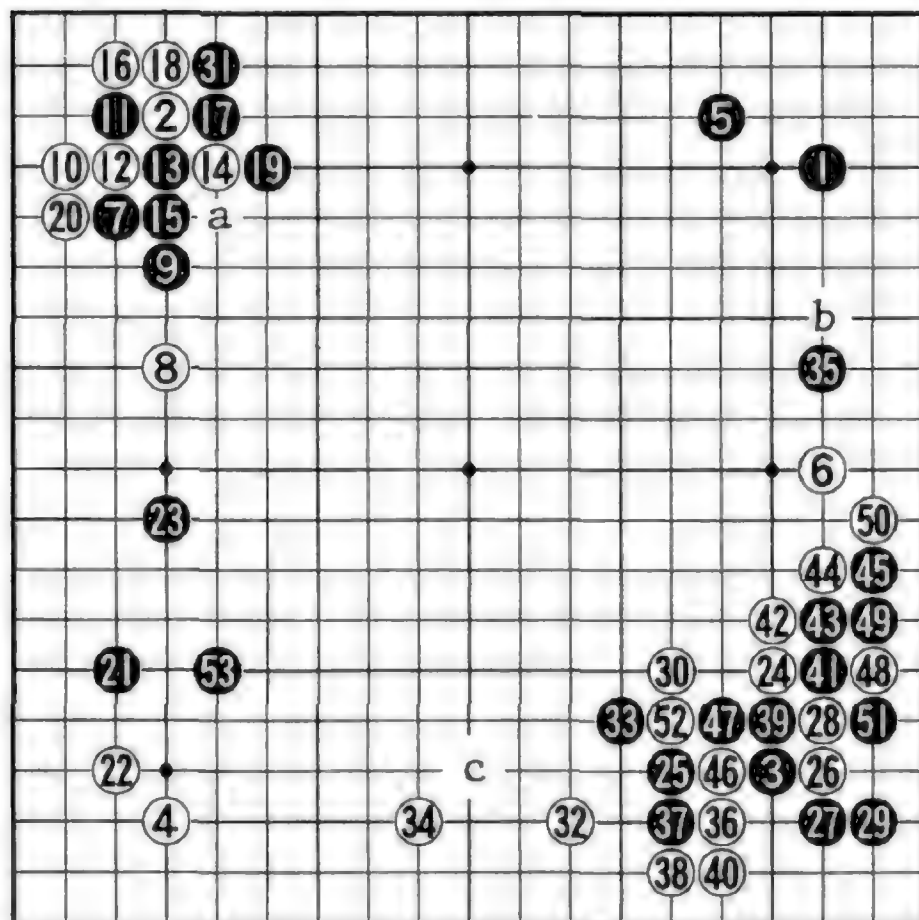
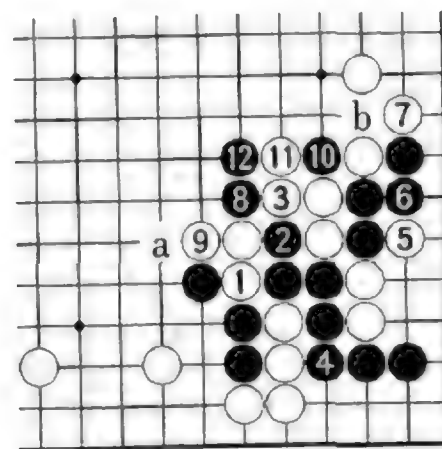


Figure 1 (1-53)

White 34 looks forward to attacking Black with 36, but White seems to be overestimating the forcefulness of this attack. The conventional extension to 'b' would be superior. Ohira agreed that 34 was bad, but made a different suggestion. Ohira: 'I played a terrible game. White 34 is probably the losing move. Taking up position with 'c' is the only move. White has to maintain balance [his stones at the bottom are all low], while making miai of extending along the right side and capping at 53.'

Cha astutely seizes the opportunity to take the large point of 35. Then, when White attacks with 36 and 38, he is ready with the clever counter of 39. White can hardly connect at 41, letting Black block to the left of 38, but still Black 41 is painful.



Dia. 1

Having played 46, White would like to cut at 52 with 48, but then Black 2 in *Dia. 1* puts him on the spot. That is, he can't force with 5 and 7, because Black gets a ladder at 'a' after 8 to 12. If he

uses 5 to defend the cutting point at 8, Black gets too much territory with 'b'.

When White forces first with 48 and 50, Black has to add a stone at 51, but now cutting at 52 is gote. Black has taken profit, while White's thickness is flawed because of the cutting point to the left of 44. This a poor result for White, considering the number of stones he has invested.

When Black jumps to the ideal point of 53, White is in trouble.

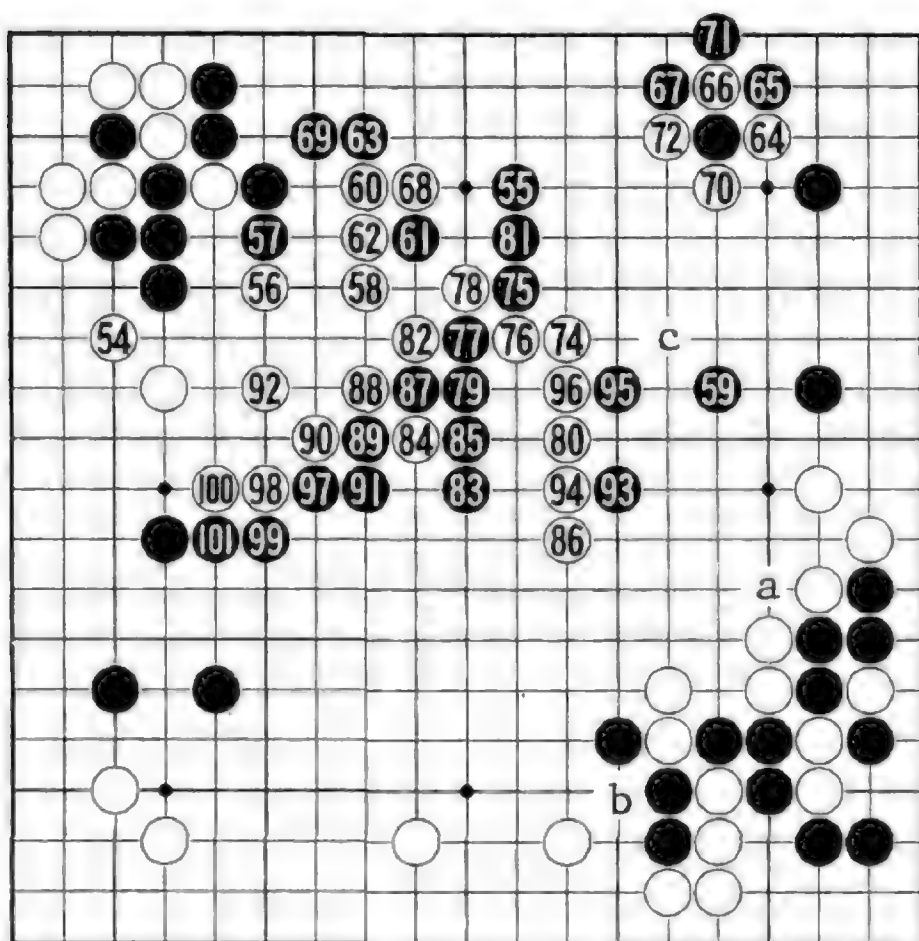


Figure 2 (54-101)
73: connects (at 66)

Figure 2 (54-101). *Cha doesn't falter.*

White 54. White can hardly permit Black to isolate his stone by playing Black 54, but still being forced to play 54, which secures almost no territory, is painful. Black takes the last large point of the fuseki with 55 and has a good game.

Black 59. This move shows how strong Cha is. It aims at cutting at 'a' and at pulling out Black's stones at the bottom by connecting at 'b'. Cha has good positional judgement. A negative strategy like surrounding the top with Black 68 might well lead to a loss for Black.

Ohira creates some aji with 64, then sets out to reduce the moyo with 74, but he only gets into more trouble when Black severs his connection with 75 to 79. White has thin positions all around the board. Apparently, attacking with 'c' instead of 74 would have given White a better chance of complicating the game.

When Black jumps to 83, the game is in effect

decided. Up to this point Japanese professionals following the game had more or less been expecting Ohira to pull off something — which shows that they were still underestimating his opponent — but around this point they gave him up for lost.

Black 87, 89. This capture may look nothing special, but these are actually good moves. White is forced to add a stone at 92, so Black makes his group rock-solid up to 101. Cha is not giving Ohira any chance to get back into the game. Black 101 not only secures territory but also makes Black so thick that he can bully all the white groups in the vicinity.

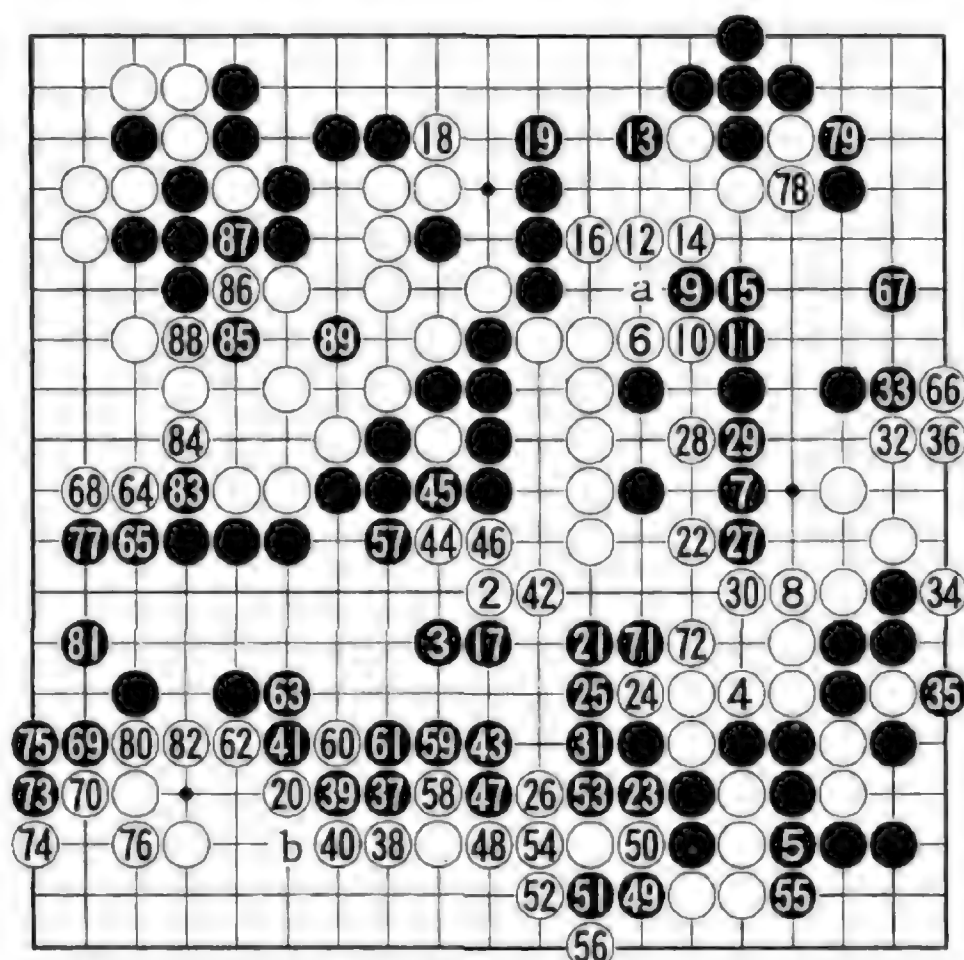


Figure 3 (102-189)

Figure 3 (102-189). *Another feather in Cha's cap*

Black starts throwing his weight around with 17. Actually White had to play at 17 himself with 4, as far as this area is concerned, but then Black would have played at 'a', capturing the three stones at the top. Rather than lose passively, Ohira went all-out with 6 to 16.

White 20. Defending at 21 is the proper move (honte), but Black would then invade at 'b', putting him more than ten points ahead on the board. Even so, White is in big trouble when Black pulls out his stones with 23; his large centre group is not yet sure of two eyes. Kojima's commentary ends at this point, with Cha in complete command of the game.

This game finished at 15:51, the second ear-



Ohira meets with an unexpected setback.

liest (after Kato v. Suh) of the eight games being played. Ohira, usually known for his fast play, was in his last minute of byo-yomi, while Cha still had 70 minutes on his clock. Playing faster than Ohira is easy — playing better is a different story. Still, Ohira's fellow professionals were almost as impressed by the former as by the latter.

Kojima's concluding comment: 'Cha is strong. His two wins were definitely not flukes.'

White resigns after Black 189.

In the quarter-finals Cha finally ran into an opponent he couldn't beat, but actually at one point he held a ten-point lead over Cho Hun-hyun, Korea's number one. We plan to present the game in our next issue. We would now like to look at some other interesting encounters from the first two rounds of this tournament.

Aguilar v. Liang Weitang

This year South America participated in the tournament for the first time. Its representative was Fernando Aguilar, amateur 6-dan, of Argentina, who took first place in the South American Qualifying Tournament, the first tournament held in the newly completed South American Go Centre in Sao Paulo, Brazil. Aguilar first made his mark by earning 5th place in the 4th World Amateur Go Championship in 1982, this being the first time a non-Oriental player had finished so high up. He has not been very active on the go scene in the last few years, but the following game shows that his skills are far from rusty. His opponent, Liang Weitang, became a professional in 1986; he has taken second place in the All-China Men's Championship, and last year he reached the final of the 1st Feixiang Cup, a lightning go tournament.

White: Fernando Aguilar 6-dan (South America)

Black: Liang Weitang 7-dan (China)

Played on 1 April 1989.

Commentary by Ohira Shuzo.

Figure 1 (1–32). *White develops well.*

Black 29, aiming to take away White's eye

space, is severe, but it feels a little too persistent. Jumping to 30, the conventional move, instead would be more peaceful.

White 30 and 32 feel good: they build a comfortable position.

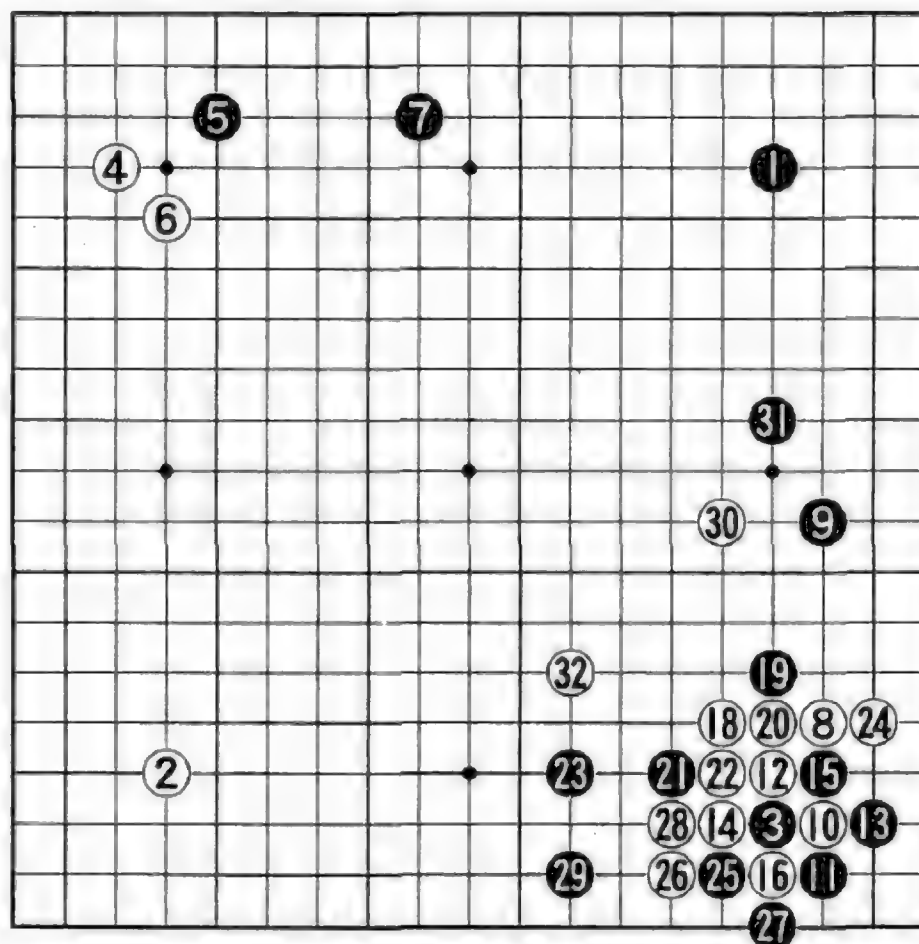


Figure 1 (1–32)

17: connects

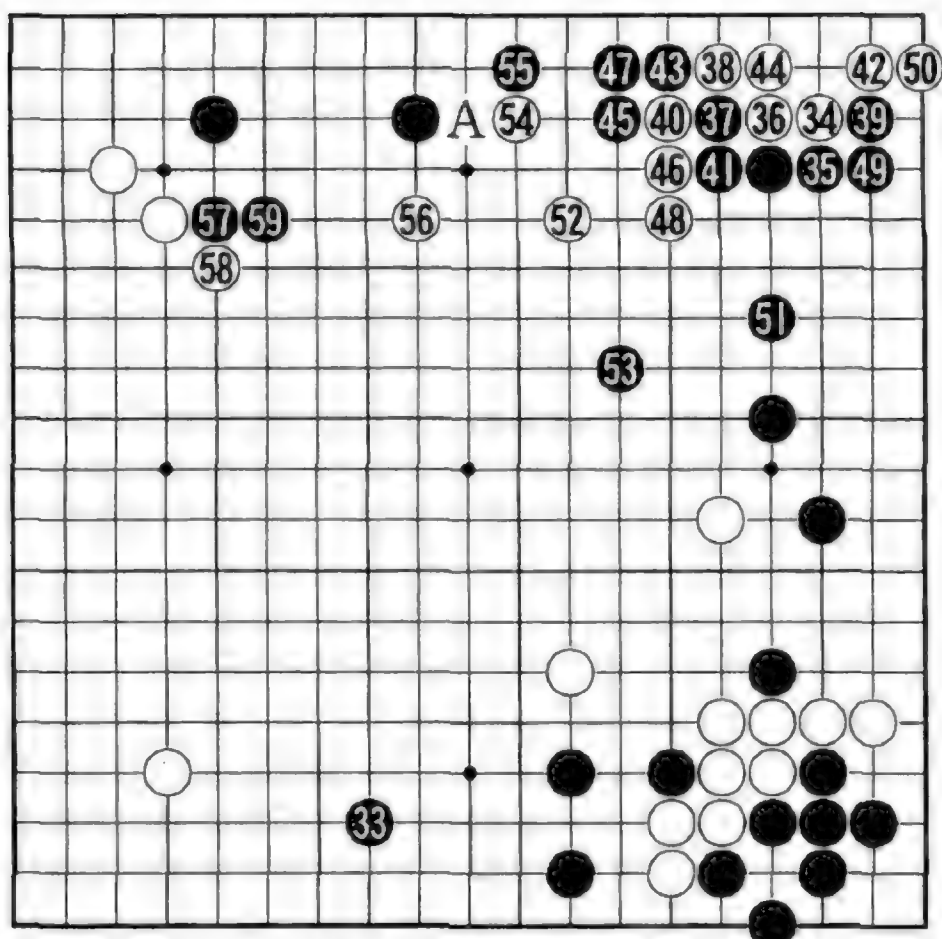


Figure 2 (33-59)

Figure 2 (33-59). *An unnecessary move*

White 40. Better to play 42 immediately.

Black 57. I think that reinforcing at A is the proper move.

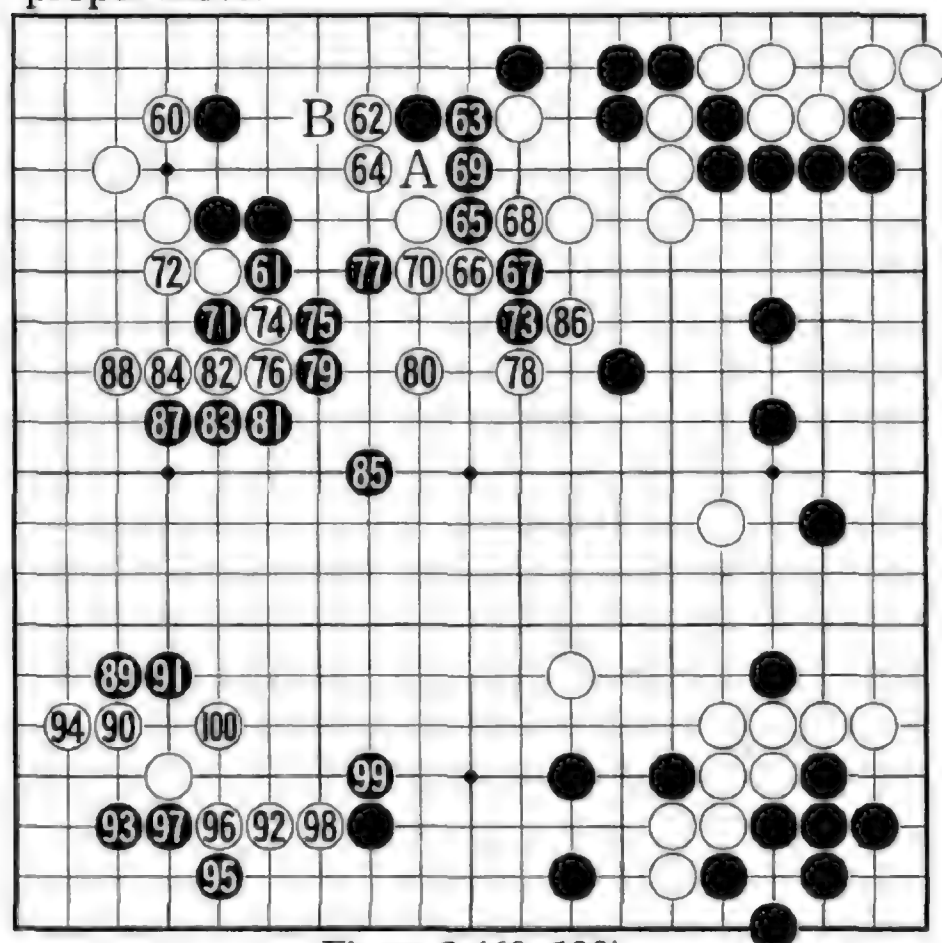


Figure 3 (60-100)

Figure 3 (60-100). *White more than holds his own.*

White 60. I'd prefer to push along at 61, but with 60 White is aiming at 62.

Black 63. If Black played at 64, I think that he could handle the fight after White A, Black 63, White B, Black 68. In the continuation in the figure White gets quite a good result.

Black 85 is mystifying: Black 86 is the only move. Liang is clearly behind when White captures the two stones with 86.

If White compromised in the bottom left —

with 90 at 91, or 92 at 96 or 94 at 97 — he could have maintained his lead. Gouging out the corner is big, so Black makes the game even again.

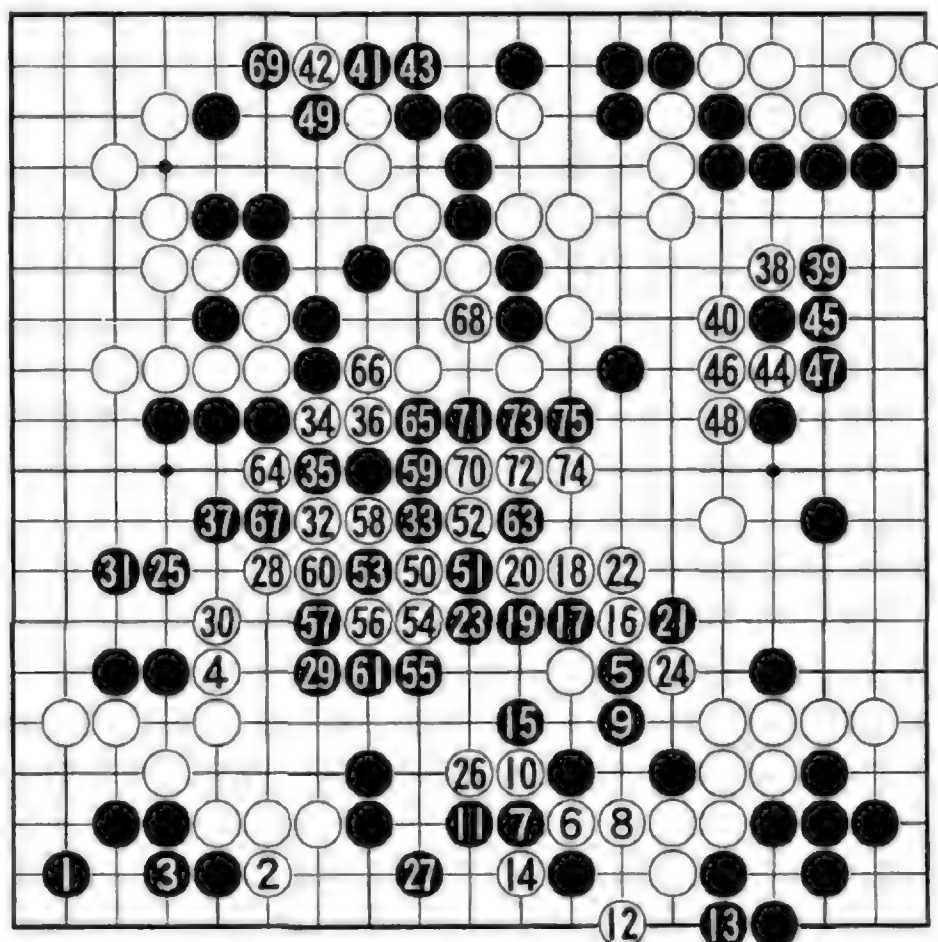


Figure 4 (101-175)

62: connects (at 53)

Figure 4 (101-175). *The game slips away.*

Perhaps because he was in byo-yomi, White's play became erratic in this figure. For the first hundred moves, Aguilar had either been ahead or kept level with his professional opponent, which is proof of considerable strength on his part. It would have been interesting to see if without time trouble he could have kept it up in the latter part of the game.

White resigns after Black 175.

Schlemper v. Qian

Ronald Sclmper seems fated to run into top Chinese players in this tournament. Last year the luck of the draw matched him against China's (the world's?) number one, Nie Weiping. He played with boldness, but that wasn't enough (see GW52 for the game). This time he found himself facing an opponent almost as tough. Qian Yuping would be the last one to claim that he outranks Nie, but the record says that he won the Chinese Men's Championship in 1988, so once again Ronald found himself facing a Chinese number one player.

Ronald earned the right to represent Europe in the 2nd European Qualification Tournament, held on 27-29 January. Like last year, he shut out

all opposition with six straight wins. Second in the field of 24 players from 12 countries was Matthew Macfadyen of the U.K.

White: Qian Yuping 9-dan (China)

Black: Ronald Schlemper 6-dan (Europe)

Played on 1 April 1989.

Commentary by Ohira Shuzo.

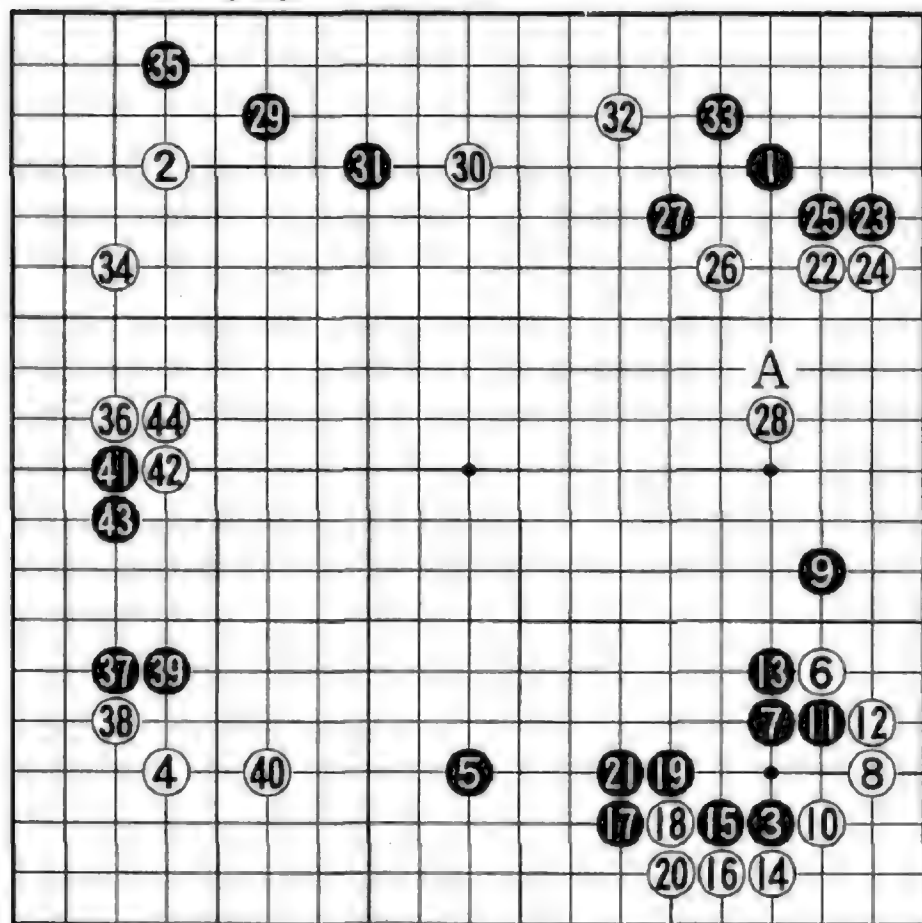
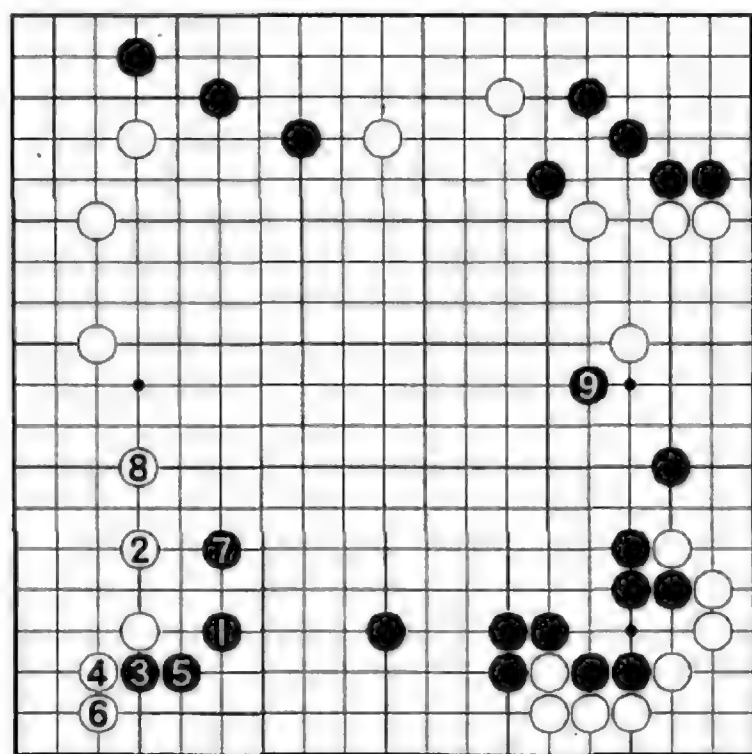


Figure 1 (1-44)



Dia. 1: better for 37

Figure 1 (1-44). *Not making best use of thickness*

Black's strategy will become slack if he doesn't make effective use of his thickness on the bottom right. Instead of 23, therefore, I'd like to see the pincer at A, which would be much severer.

White 28, showing a proper awareness of Black's thickness below, feels right.

Black 37. This approach move only makes 36

look good. Instead —

Dia. 1. Black should expand his bottom moyo as here. This is how I would want to play, developing on a large scale while putting pressure on the right-side white group with 9.

This was a decisive point of the game. After this, it's very hard to find good variations for Black.

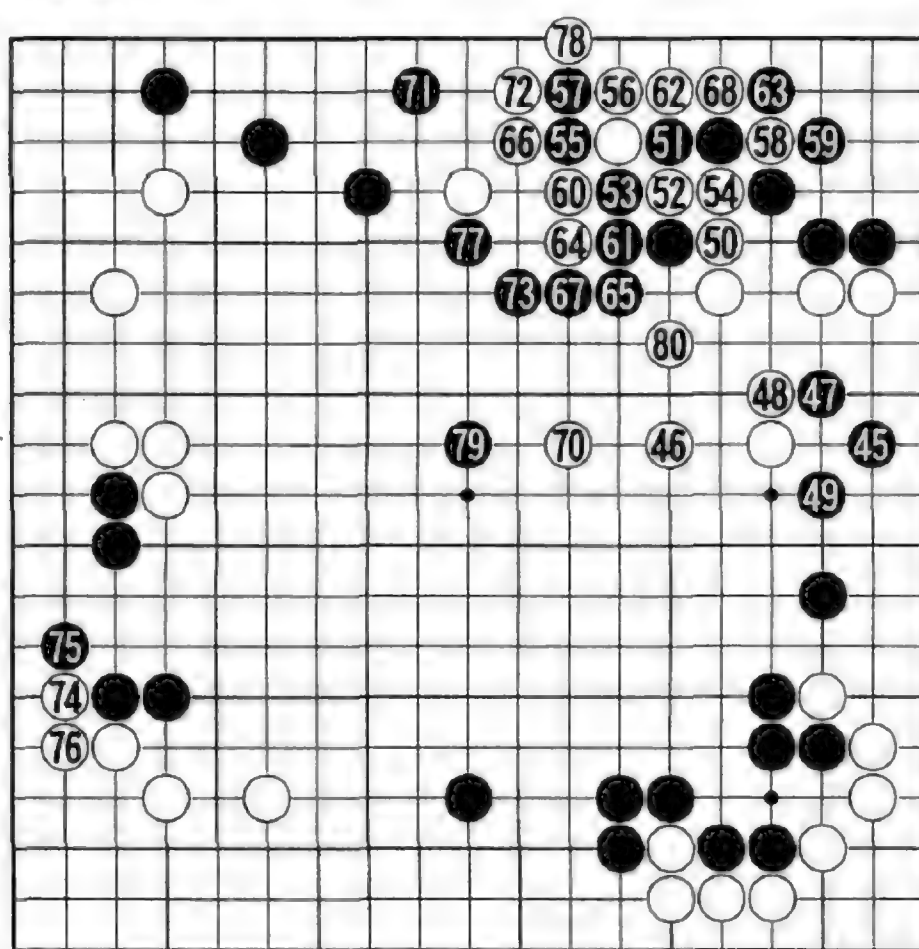


Figure 2 (45-80)

69: connects (at 58)

Figure 2 (45-80). *The fun goes out of the game for Black.*

Playing low with 45 is painful. When White fixes up his shape with 46, Black's thickness goes to waste.

Blocking at 51 is probably the losing move: pulling back at 52 is the only move. After Black 52, he could take aim at the white groups at the top and on the right side.

White neatly captures two stones, using the wedge in at 52. Black now has nothing to look forward to.

White 74. White has a lead, so now he plays solidly, intent on wrapping up the game.



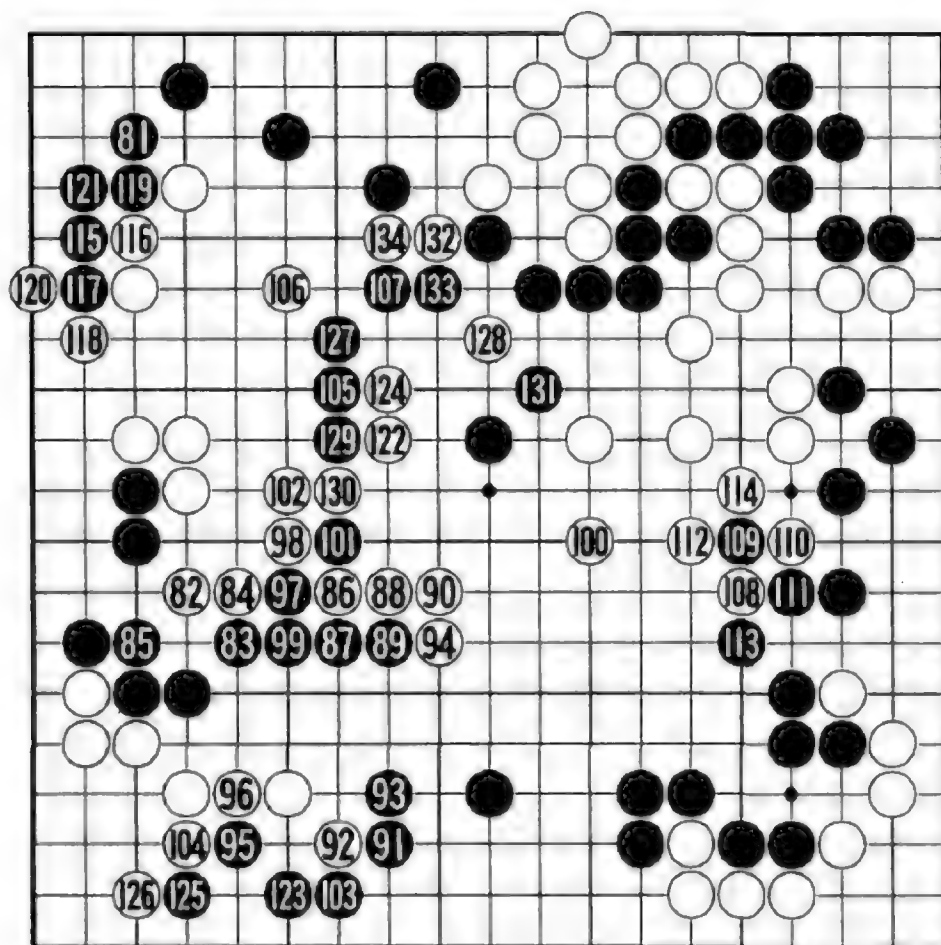


Figure 3 (81-134)

Figure 3 (81-134). *A tough barrier*

Black would like to attack the white group on the right side, but he can't find a severe move, so he puts it on the back burner for a while.

White 82 is a sharp attacking move. When White builds centre thickness up to 100, things are looking bad for Black.

In the sequence from 124, Black's shape crumbles and it's all over. Even for a top amateur like Schlemper, a top professional is too formidable a barrier.

Black resigns after White 134.

We would like to conclude our coverage in this issue by looking at a game by a player whose announced goal is to become the world's number one by the time he is 20.

Lee Chang-ho v. O Meien (Round One)

Round-table discussion by Lee, Yoda and Komatsu

Lee Chang-ho was already playing for his country at the age of 12, when he took part in the 1st IBM Lightning Go Tournament last year. At 13 he has already established himself as one of the top three players in Korea by challenging for two titles. In both cases he lost to the title-holder, who happened to be his teacher Cho Hun-hyun (he holds nine 9 of the 12 Korean titles).

In the article that follows, Lee is the guest of Yoda Norimoto 7-dan (age 23) and Komatsu Hideki 6-dan (age 22), who every month analyse a professional game at length for the monthly *Igo Club*. Yoda and Komatsu are recognized as the top two players of their age group at the Nihon Ki-in. The reporter for *Igo Club* is Murakami Akira. Lee doesn't speak Japanese, so Ryu Shikun 2-dan, a Korean player who is a member of the Nihon Ki-in, acted as his interpreter. The discussion took place on the same day as the second round.

Yoda: Lee doesn't seem to be very talkative.

Ryu: He doesn't say much.

Murakami: How many times have you come to Japan?

Lee: This is my second visit.

Murakami: Ah, I remember. Lee came for the IBM tournament last year. You lost to Komatsu in the second round. [GW52, p. 15.] So your results in Japan are one win to two losses.



At the age of 13, Lee 3-dan of Korea is cutting his teeth on top international competition.

Yoda: If you'd beaten O Meien the day before yesterday, you'd be playing Nie today.

Komatsu: The disciple would be meeting Nie before the teacher.

Murakami: Shall we ask Lee to play out the game?

Komatsu: No, he's the guest, so I'll play the moves.



Lee with his teacher Cho at the reception after the Opening Ceremony of the Fujitsu Cup. For the past decade Cho has completely dominated Korean go (in 1980, 1982 and 1985 he won every title), but his own disciple looks like developing into his biggest threat.

White: Lee Chang-ho 3-dan (Korea)
Black: O Meien 8-dan (Chinese Taipei)
 Played on 1 April 1989.

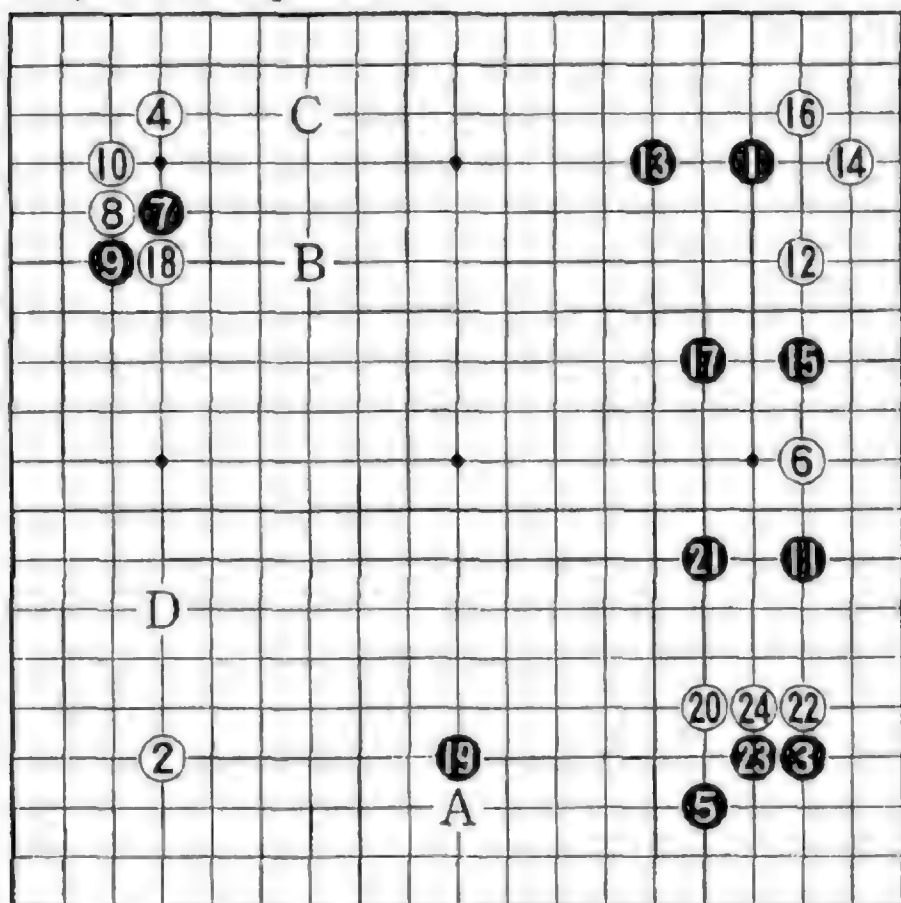


Figure 1 (1-24)

Figure 1 (1-24). *The first missed chance*

Murakami: Is there anything to comment on up to 17?

Yoda: My feeling is that Black is satisfied.

Lee: With White 18 I didn't know whether to extend to A instead. [He pointed to Black B, White C, Black D as the continuation.]

Murakami: Do you mean you didn't like the idea of Black's playing like that?

Lee: I didn't know which was better.

Murakami: How about it, Komatsu?

Komatsu: How would I know? If I did, I wouldn't be here — I'd be playing in the tournament.

Lee: Instead of 20, I should have capped at 1 in *Dia. 1*. If Black 2, I then play 3.

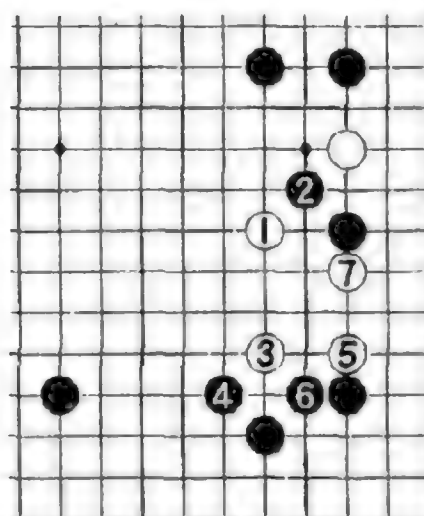
Yoda: Black 4 to White 7 would follow.

Komatsu: White has now made shape.

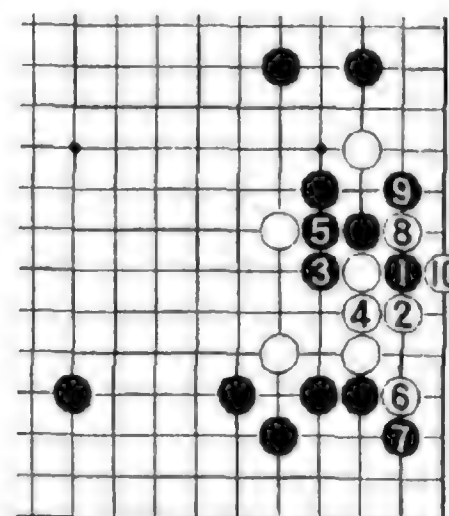
Yoda: What if Black hanes at 1 in *Dia. 2*? [The players look at a number of variations.] I guess the sequence from 2 to 10 is reasonable.

Lee: This is not bad for White, I think.

Komatsu: Up to 24 in the game White is certainly a little heavy.



Dia. 1: better for 20



Dia. 2: making shape

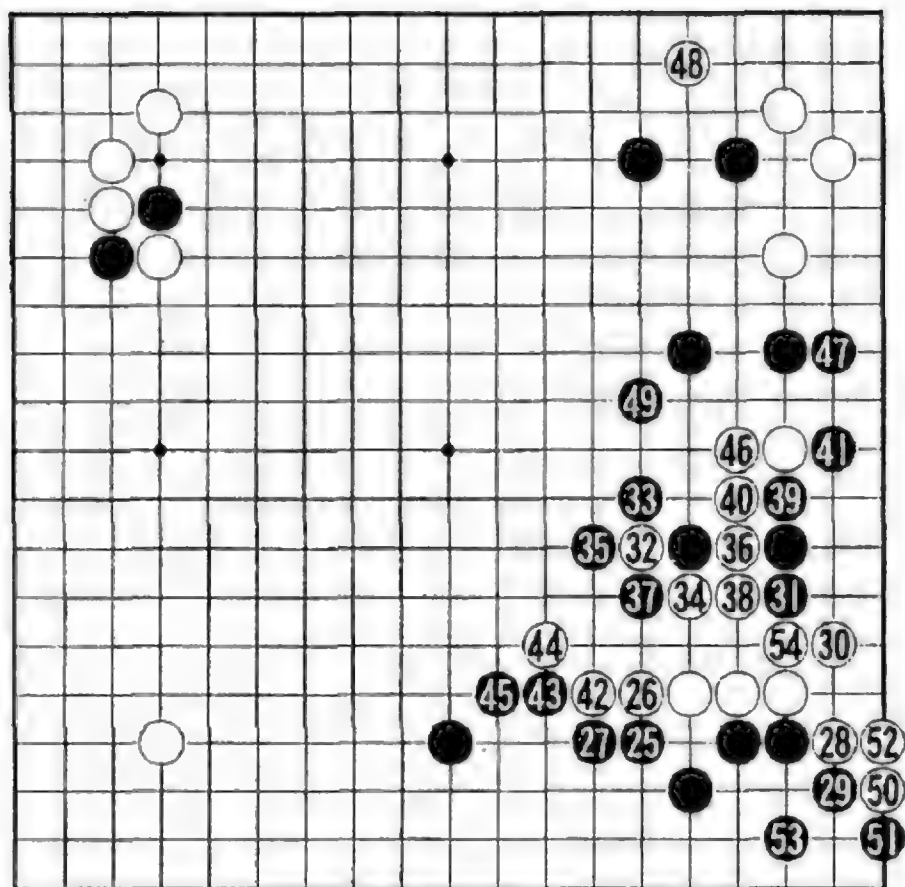
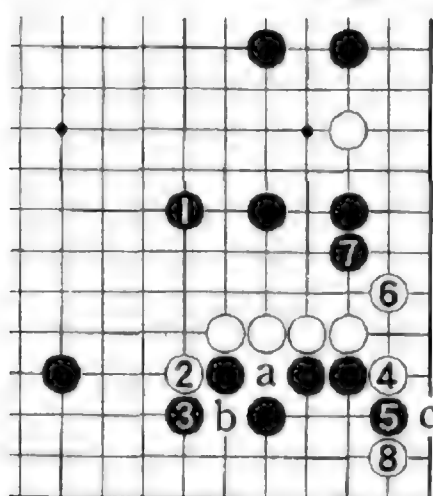
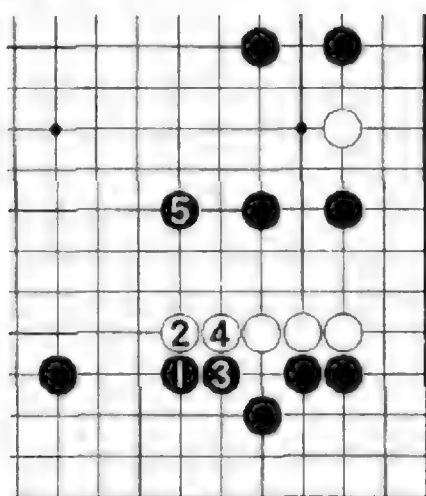


Figure 2 (25-54)



Dia. 3: corner aji



Dia. 4: keeping sente

Figure 2 (25-54). A respectable result

Lee: Shouldn't 25 be the knight's move at 27?

Komatsu: The kosumi is more effective in taking away White's eye shape.

Lee: But when Black plays 25, he doesn't have time to answer 26 with 1 in *Dia. 3*.

Yoda: If Black does jump to 1 in *Dia. 3*, White can play 2 to 8.

Murakami: White 'a' is sente, forcing Black 'b', so Black can't descend at 'c'. Well, then, what difference does the knight's move in *Dia. 4* make?

Yoda: In that case, White would probably attach at 2. But now Black keeps sente with 3, so he switches to 5.

Komatsu: Black 25 feels more aggressive, but when you put it like that, I can see there's something in what Lee says. O Meien's the tenacious type, though, so that's why he'd prefer the diagonal move.

Murakami: Did the fact that pushing along at 26 was sente make it easier for White to settle his group?

Lee: I should have omitted 28 and 30 in favour of playing 32 immediately.



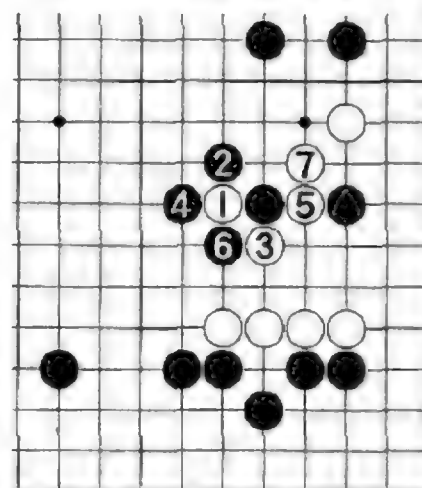
O Meien, a Nihon Ki-in professional representing his home country of Chinese Taipei, crushed the youngster's dreams for this year. O went on to score the biggest triumph of his career by upsetting Nie Weiping in the second round.

Yoda: Was letting Black play 31 bad for you?

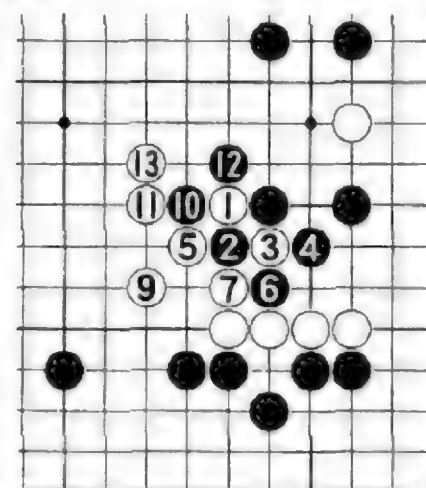
Lee: Black's atari at 35 after 32 and 34 put me on the spot.

Murakami: What happens when you play 1 in *Dia. 5* immediately?

Yoda: When Black ataris at 4, you should be able to capture the marked stone with 5 and 7. If Black 4 at 5, White extends at 4. White really wants to extend at this point.



Dia. 5: better for 28

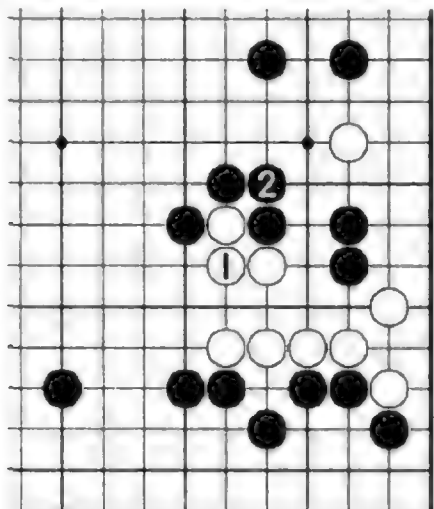


Dia. 6: good for White
8: connects

Komatsu: If Black hanes below 1 with 2 in *Dia. 6*, I suppose White cuts at 3. The continuation to 13 is good for White.

Murakami: I see. The presence of a black

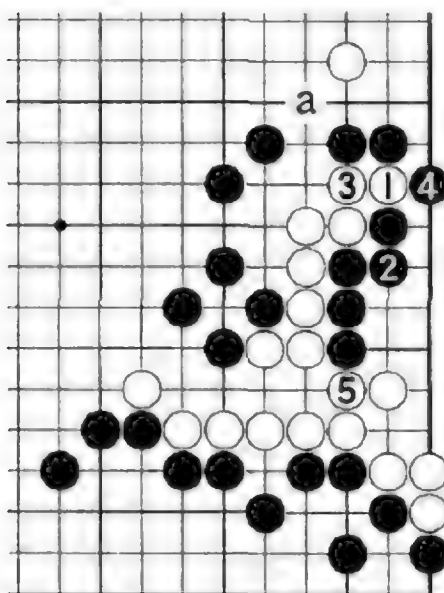
Yoda: Black connects at 2. This is bad: White's too heavy.



Komatsu: Shouldn't White use 54 to force with 1 and 3 in *Dia.* 8?

Komatsu: White loses a little territory, but now the peep of White 'a' will definitely be sente, which in this game is very important.

Komatsu: You had trouble making up your mind between 54 and Dia. 8.



Murakami: By the way, what happens if Black uses 53 to attack White's eye shape as in *Dia. 9*?

Yoda: White should be able to save himself with 8 to 12. Even though he has only one eye, he can escape with White 'a'.

Komatsu: If Black 11 at 12, White gets an eye in sente with White 'b', Black 11, White 'c', so he can then get his second eye with 'd'.

with White 54. What do you think of this result?

Komatsu: If you were actually playing Black, you'd probably feel you were doing well.

Murakami: How did you feel about it, Lee?

Lee: I thought it was an even contest.

Yoda: At a glance Black looks good, though

Murakami: But not if you look closely?



Born on 4 March 1967, Komatsu became a professional in 1981. He has won the 1988 Shinjin-O title, the 5-dan section of the 12th Kisei, and the 6-dan section of the 14th Kisei (1989).

A few impressions of the print shown on the cover of this issue are still available to collectors at \$800, post-paid. This striking work was commissioned from the artist, Tsuruya Kokei, at the suggestion of William Pinckard, who has from time to time contributed articles and cover illustrations to Go World. The print was published by the artist in December 1988, in an edition limited to 63 impressions, each sealed and numbered by the artist.

Kokei, born in 1946 into a family of painters, enjoyed a very successful show in Tokyo last year and is currently being honored with one-man shows in the U.S.

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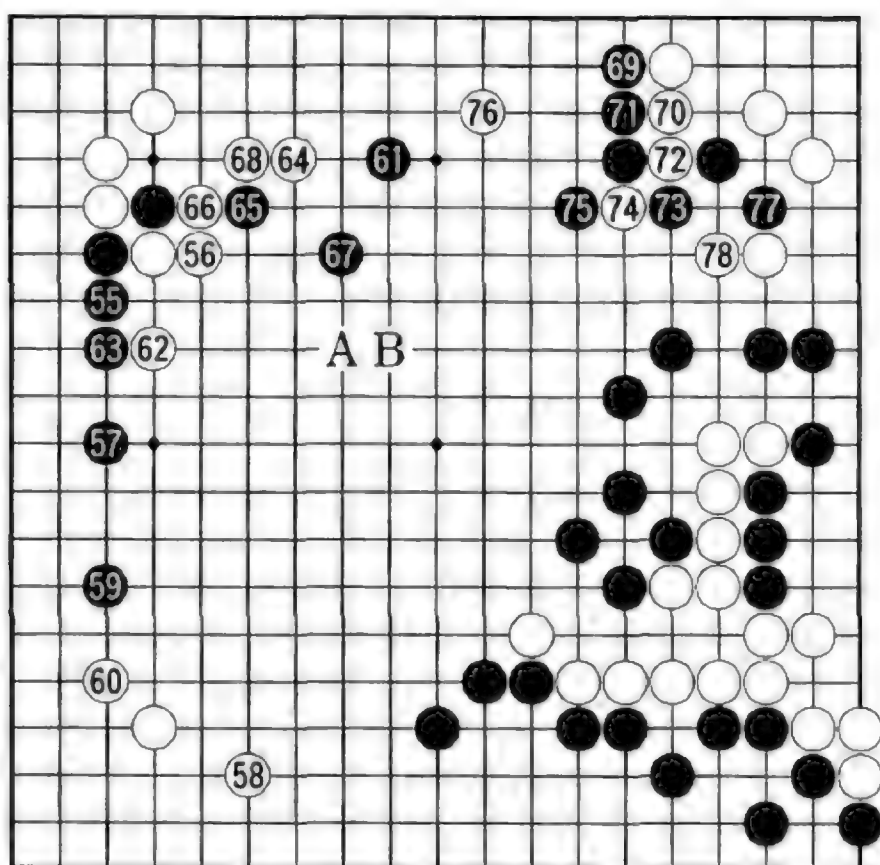
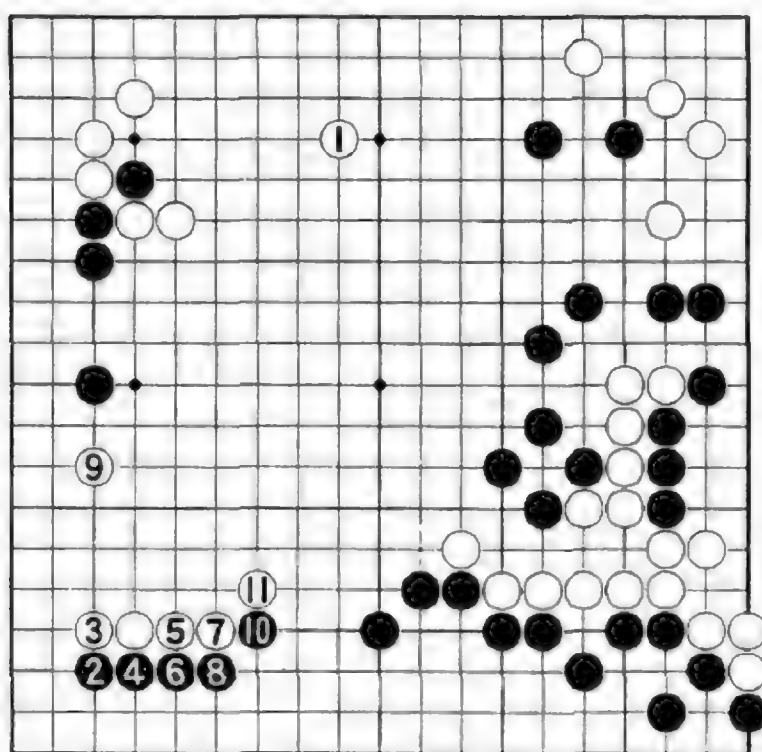
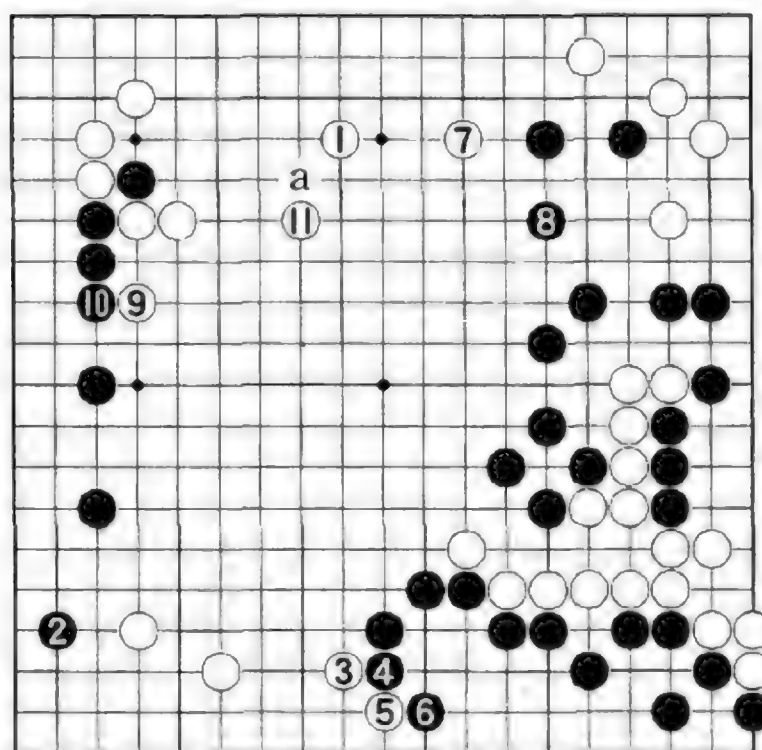


Figure 3 (55-78)



Dia. 10: the largest point



Dia. 11: better late than never

Figure 3 (55-78). Missing the large point

Lee: I should have played 58 at 1 in Dia. 10.

Komatsu: Kobayashi Kisei said the same

thing.

Yoda: Does Black invade at 2. [After looking at the variations, the players agree on the sequence to 11.]

Komatsu: This seems about right for White.

Lee: I think it's better than the game.

Komatsu: Even with 60 wouldn't it still have been better to switch to 1 in Dia. 11?

Yoda: If the moves to 11 followed, this would be reasonable for White.

Lee: Black won't answer at 4 but will attack at 'a'. Even so, this would be better than having Black play 61 as in the game.

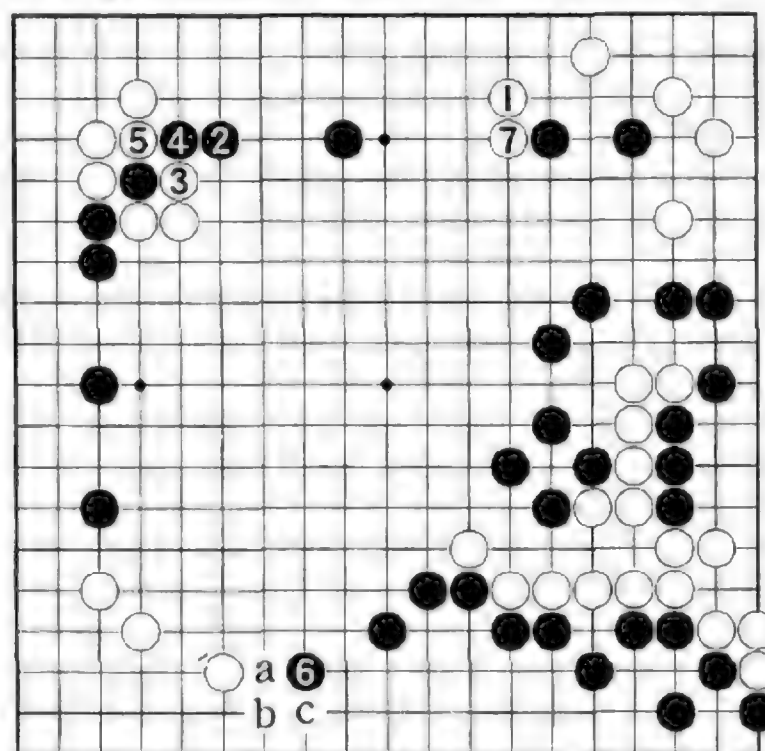
Yoda (apparently impressed): Black 61 is certainly big.

Murakami: It doesn't look like such a big point to me.

Yoda: The top area is open at the side on the right.

Komatsu: Why didn't you play 62 at 1 in Dia. 12?

Lee: Because I thought that letting Black play 2 in sente would have been big. After 5, Black will attack at 'a'. [Points to Black 'a', White 'b', Black 'c'.]



Dia. 12: better than the game.

Yoda: No, it's better simply to extend to 6. Because it looks as if Black can do something in the corner.

Komatsu: White pushes down at 7 — I wonder how this would be.

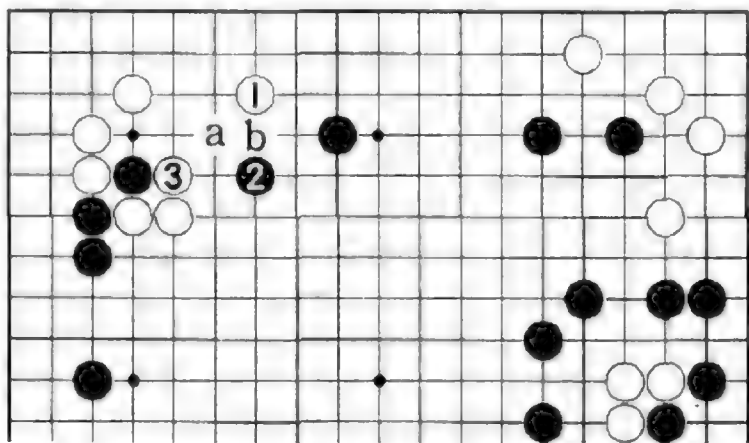
Lee: This looks better. More important, the high extension to 64 was bad. I should have made the low extension to 1 in Dia. 13.

Murakami: How is this different?

Lee: If Black 2, White answers at 3, and 2 is nothing special as a forcing move.

Murakami: What you're saying is that in the

game giving Black the vertical forcing move of 67 was painful.

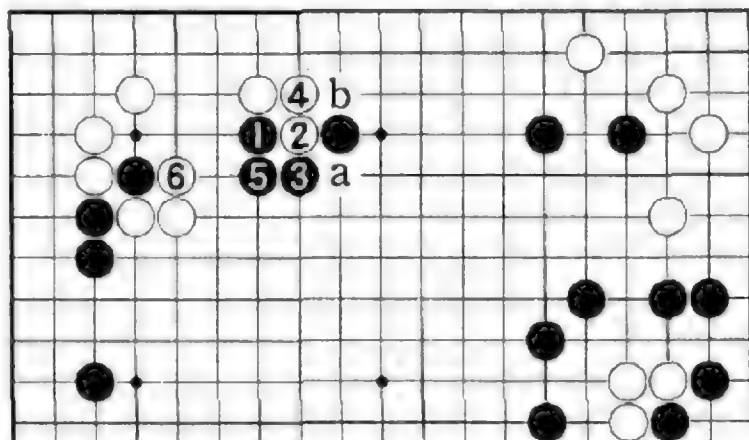


Dia. 13: better for 64

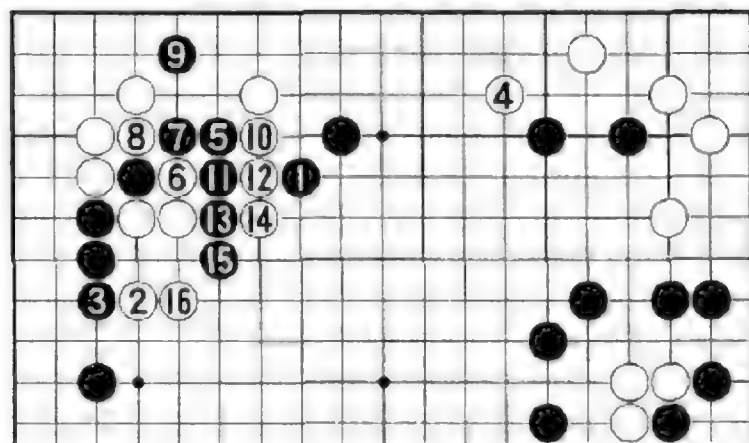
Komatsu: What about playing 2 in *Dia. 13* at 'a'?

Lee: I'd fight with White 'b'.

Yoda: If Black attaches at 1 in *Dia. 14*, I suppose White makes the hane in at 2. After 6, Black has the cutting point at 'a', so he doesn't have time to block at 'b'. That makes it good for White.



Dia. 14: good for White



Dia. 15: a confused fight

Lee: If Black 1 in *Dia. 15*, White would force with 2, then play 4.

Yoda: If Black 5?

Lee (laying out the moves to 16): It's a fight. I've no idea which side does better.

Komatsu: I guess it feels bad when Black blocks at 69.

Lee: Not playing 60 at 61 and 64 were the losing moves.

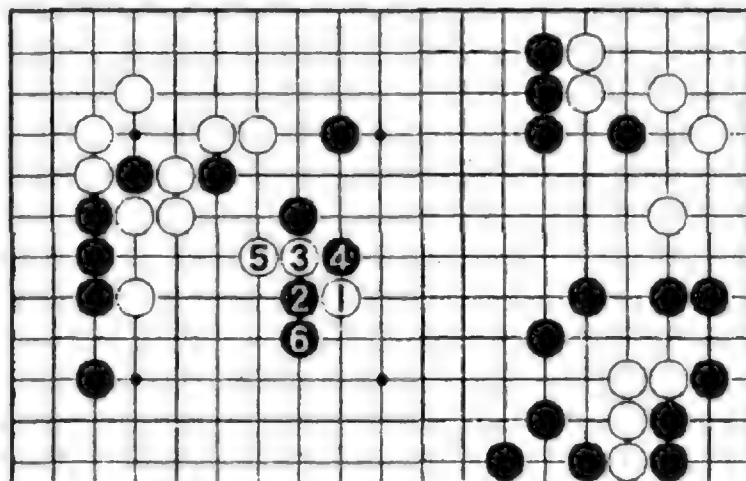
Instead of 72, setting out to reduce the centre by capping at A would have been more leisurely, but I thought that something like Black B would have been enough to put me out of the running.

Komatsu: Kobayashi Sensei suggested 1 in *Dia. 16*. I'd also like to go in this far. Though it might be no good when Black attaches at 2.

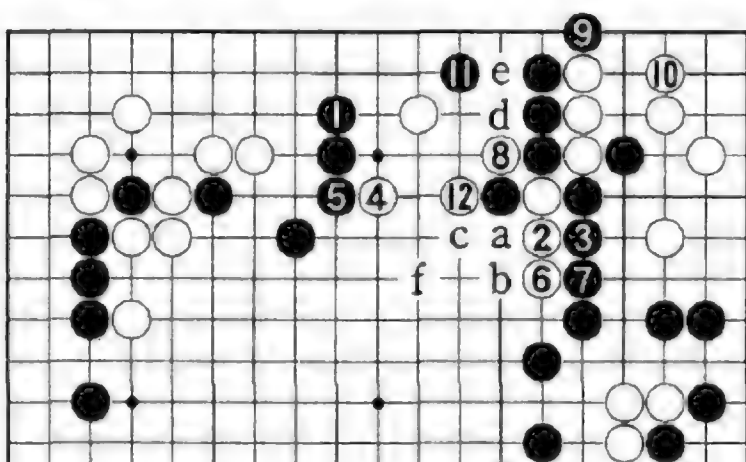
Yoda: If White 3, Black 4 and 6 . . . It doesn't look too good.

Komatsu: Even so, there's nothing else for White to do.

Lee: I agree.



Dia. 16: the only way to make a game of it



Dia. 17: a clever geta

Murakami: What is the significance of playing 74 before 76? What if Black uses 77 to stop White from linking up, as in *Dia. 17*?

Yoda: White plays 2 to 6, then cuts at 8.

Lee: Before that, he forces with 4 . . .

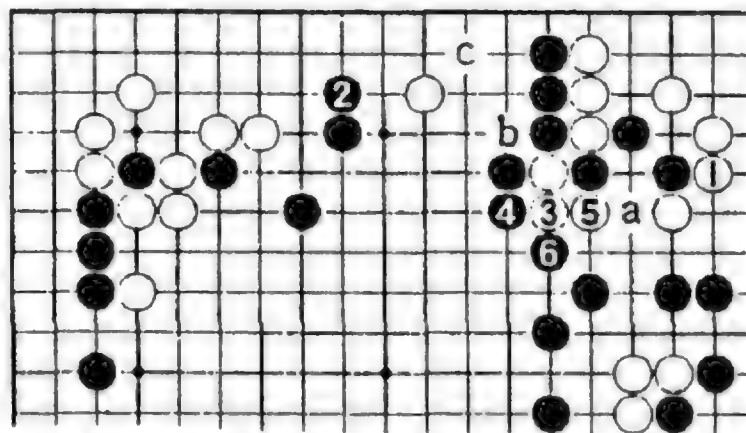
Yoda: White ataris at 12 . . . Ah! If Black escapes at 'a', White gets a geta.

Murakami: Eh? What geta?

Yoda: White captures with White 'b' to 'f'.

Murakami: That's clever.

Komatsu: If White links up at 1 in *Dia. 18* instead of 78?



Dia. 18: sacrifice

Murakami: That's what I wanted to ask.

Lee: Black forestalls the connection at the top with 2, then sacrifices with 4 and 6.

Yoda: I see. Black's strong point is that he still has a ko at 'a'. [If White 'b', Black 'c'.]

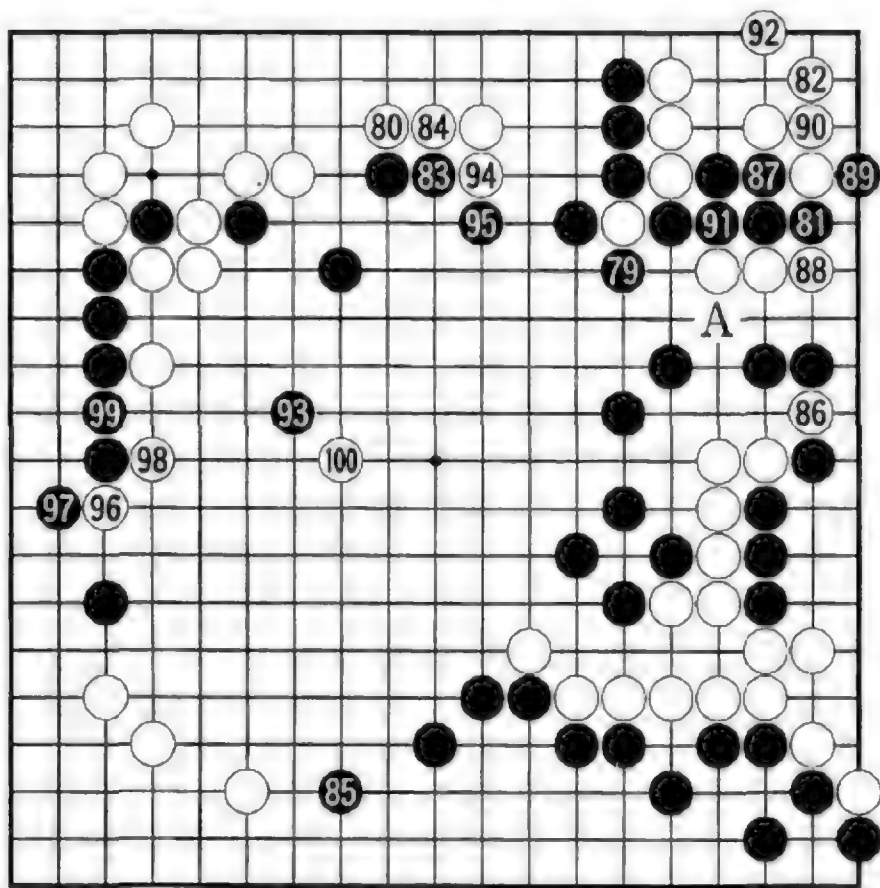
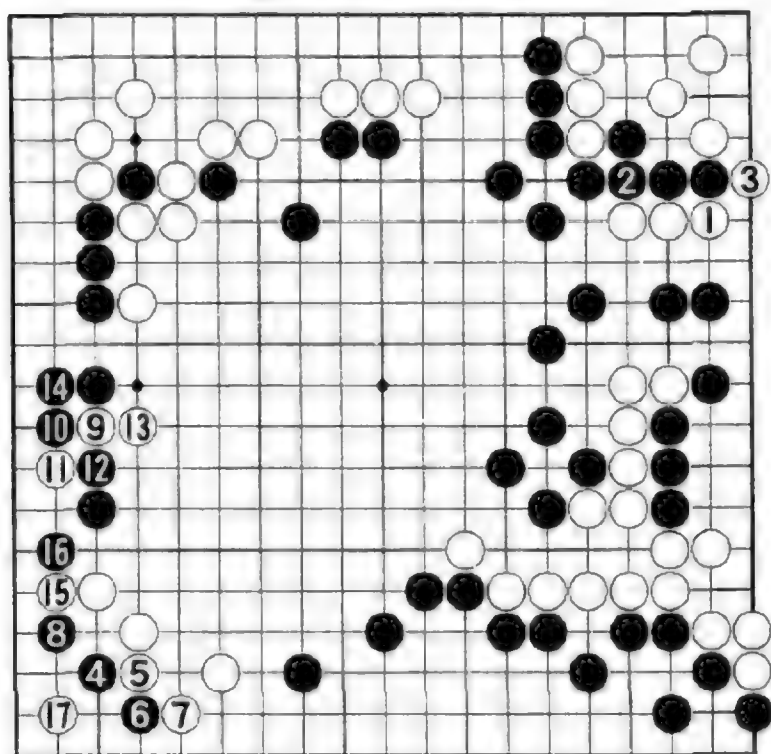


Figure 4 (79-100)



Dia. 19: correct for 86?

Figure 4 (79-100). Going to pieces

Komatsu: It would have made a big difference in the fighting around here if the peep at A had been sente.

Lee: The game is bad for me when Black switches to 85.

Komatsu: Isn't 86 funny?

Lee: I should have linked up with 1 and 3 in Dia. 19.

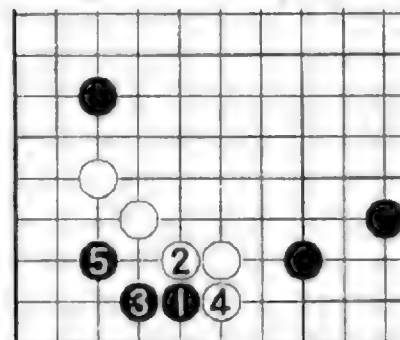
Komatsu: If Black invades at 4? [Lee shows the superb counter of 9 to 17, which gives White a good result.]

Yoda: Rather than 4 here, 1 in Dia. 20 is more interesting. White won't be able to capture Black after 3 and 5.

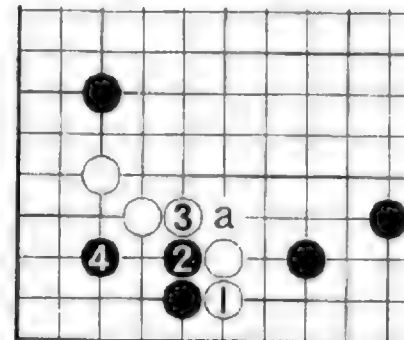


Yoda Norimoto 7-dan

Born on 11 February 1966, became shodan in 1980, 7-dan in 1987. Set a record by entering the Meijin league at the age of 18. Last year he set up Japan's triumph in the 4th Super Go by defeating six of the seven players in the Chinese team.



Dia. 20: Black will live



Dia. 21: White can't block

Murakami: If White blocks at 1 in Dia. 21?

Yoda: Black 2 and 4 set up the cut at 'a'.

Komatsu: Why did you play 86?

Lee: I was getting hot under the collar.

Komatsu (to Ryu): Did he really say that? Are you interpreting properly? (Laughter)

Lee: I misread something with 88.

Murakami: What?

Lee: I thought that instead of 92 I could live by blocking at 1 in Dia. 22.

Komatsu: If White doesn't add another stone, Black makes a placement at 'a' and gets a ko. [White 'b', Black 'c', White 'd'.]

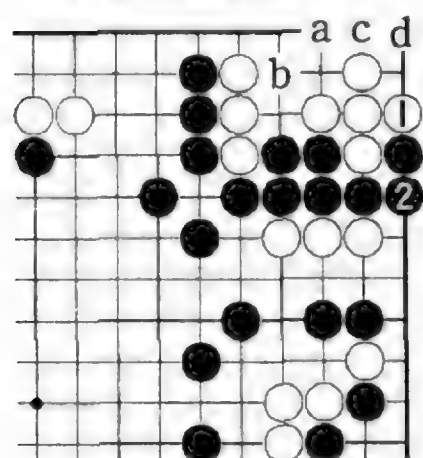
Yoda: Should White live by following Dia. 23 with 88? Compared to this, White has lost five or

six points in the game.

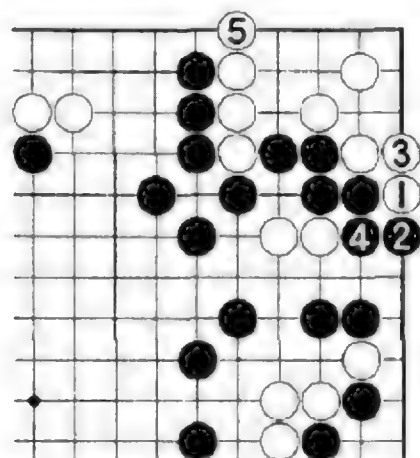
Lee: The game is lost when Black plays 93.

Murakami: You didn't have any chances after that?

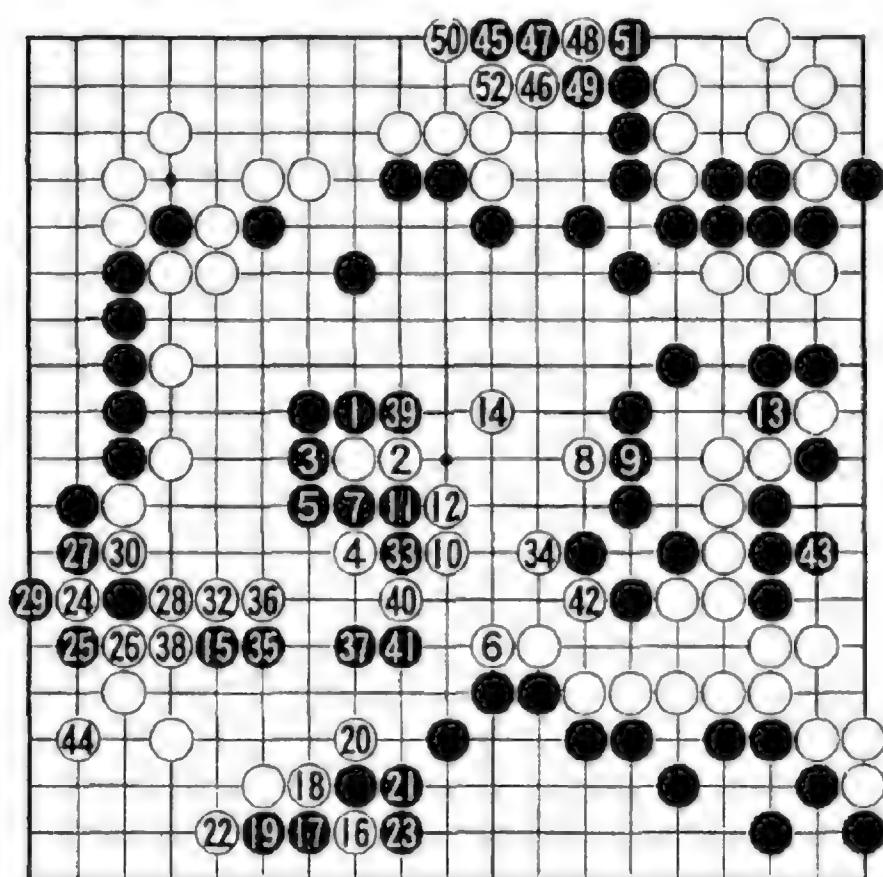
Lee: None.



Dia. 22: ko



Dia. 23: White gains



[Laughter.] Even between Yoda and me there's a gap.

Yoda: That's a difficult question. After all, if we played on *sen* [black without a komi], we might lose, but we might win on even . . .

Murakami: Lee, how much of a gap is there between you and your teacher?

Komatsu: The teacher takes *sen*. [Laughter.]

Lee: I still fall a long way short.

Murakami: What's your win-loss record against Suh 9-dan?

Lee: I've won five in a row.

Komatsu: How much of a gap is there? [Laughter.]

Lee: I still fall short of him in strength, but he seems to find it a burden to play with someone as young as me, and that's helped me to win.

Komatsu: A very tactful way to put it.

Lee: How many hours a day do you both study?

Komatsu: I knew it! He grinned before he asked this question, so I knew he was going to ask something funny. You answer first, Yoda.

Yoda: There are days I study and days I don't. When I do study, I study all day long; the other days I do nothing whatsoever. I guess I average about five hours.

Murakami: Komatsu, please.

Komatsu: I'm so busy taking care of my kids I have no time. [Komatsu got married when he was 18 to Ninomiya Hideko 1-dan.]

Yoda: What about you, Lee?

Lee: School finishes about four o'clock, so I drop in at the Korean Ki-in on my way home and plays games and study. The professional players come to the Ki-in every day.

Komatsu: All of them? If all the Nihon Ki-in professionals got together, there's no knowing what we'd get up to . . . So we have to stay at home . . . (To Ryu) You don't have to interpret that.

Murakami: Well, I think that wraps it up. Thank you very much for your time, Lee.

White resigns after Black 215.

('Igo Club', June 1989. Translated by John Power.)

Nie Weiping: One Win away from \$400,000

The 1st Ing Cup

Nie Weiping, China's superstar, has taken a 2-1 lead in the best-of-five final of the 1st Ing Cup and only needs one more win to secure the richest prize in go history. Cho Hun-hyun of Korea made a good start, opening the series with a win, but Nie came back with a big win in the second game. Then in the third game he played a brilliant move — not a spectacular tesuji but a Shusaku 'ear-reddening' kind of move in the centre, a subtle move that turned what had looked like a good game for Cho into a win for Nie. Cho played very well, so Fujisawa Shuko described the game as a masterpiece. We will present it in our next issue.

Cho Hun-hyun is now on the spot: five million fanatical go fans in Korea would give anything to see a Korean player become the world champion. However, Nie has ten million go fans rooting for him. All the fans will be in suspense until the series is resumed in September.

Results to date:

Game 1 (25 April). Cho (W) won by 3 1/2 points.

Game 2 (28 April). Nie (W) won by 9 1/2 points.

Game 3 (2 May). Nie (B) won by 2 1/2 points.

The above three games were played in China.

In this issue we would like to present the semifinal between Fujisawa Shuko and Nie played in Seoul. This semifinal was a tragedy for Shuko: twice he blundered away won games, losing each time by the cruel margin of half a point.

Most people had assumed that Shuko's career was over when he surrendered the Kisei title in 1981, had a massive stomach operation soon after, then fought a long, though successful, battle with lymph cancer the year before last. Ing's selection of Shuko as one of the Japanese representatives in the Ing Cup couldn't be justified on his current form; rather, it was seen as recognition of his great past accomplishments. Shuko was the only person not surprised when he rose magnificently to the occasion, outperforming the in-form favourites from Japan.

It was good to see Shuko playing in top form again, even if he did let slip the chance to cap his career with the ultimate triumph, but there was also another reason why it was satisfying to see him perform well in the international arena. Shuko is a player who has always eschewed narrow nationalism in go and he had made a big personal contribution to the development of go in China. He had made many tours of China at his own expense and has often acted as a kind of talent-scout, spotting and encouraging gifted young players such as Ma Xiaochun.

Shuko has also had close relations with Korean go and in particular enjoys a father-son relationship with Cho Hun-hyun, whose talent he spotted early and whom he encouraged. Some 20 years ago Cho was a member of a study group in Japan that Shuko taught in his home. Cho showed his gratitude by his kindness to Shuko when the latter came to Seoul in November last year for the semifinal. In fact, he devoted himself to ensuring that Shuko could play the semifinal under the most favourable conditions and completely neglected his own preparations. Shuko flew to Seoul three days before the match and stayed at Cho's home. He was still on a restricted diet since his chemotherapy of a year earlier, so the spicy Korean food was out of the question; Cho had his wife prepare special meals. Even after the overseas players moved to the hotel where the games were played, Cho personally delivered a rice-gruel breakfast to Shuko's room every morning. He also looked after him on the off-days. When you consider the immense pressure on Cho as the Korean representative, his consideration for Shuko testifies to an admirable character. If he were to win the cup, he would make a worthy world champion.

Ing Cup Semifinal:

Nie v. Fujisawa

Kido magazine asked Nie Weiping to give commentaries on his semifinal games against Shuko. Bearing in mind who would be reading the article, Nie expressed suitable deference towards Shuko, but in view of the fact that he was quite lucky to survive the encounter, his praise of his defeated opponent was undoubtedly sincere. The reporter for *Kido* was Akiyama Kenji.

Game One

White: Fujisawa Shuko (Japan)

Black: Nie Weiping (China)

Komi: 7 1/2; time: 3 hours each.

Played in Seoul on 20 November 1988.

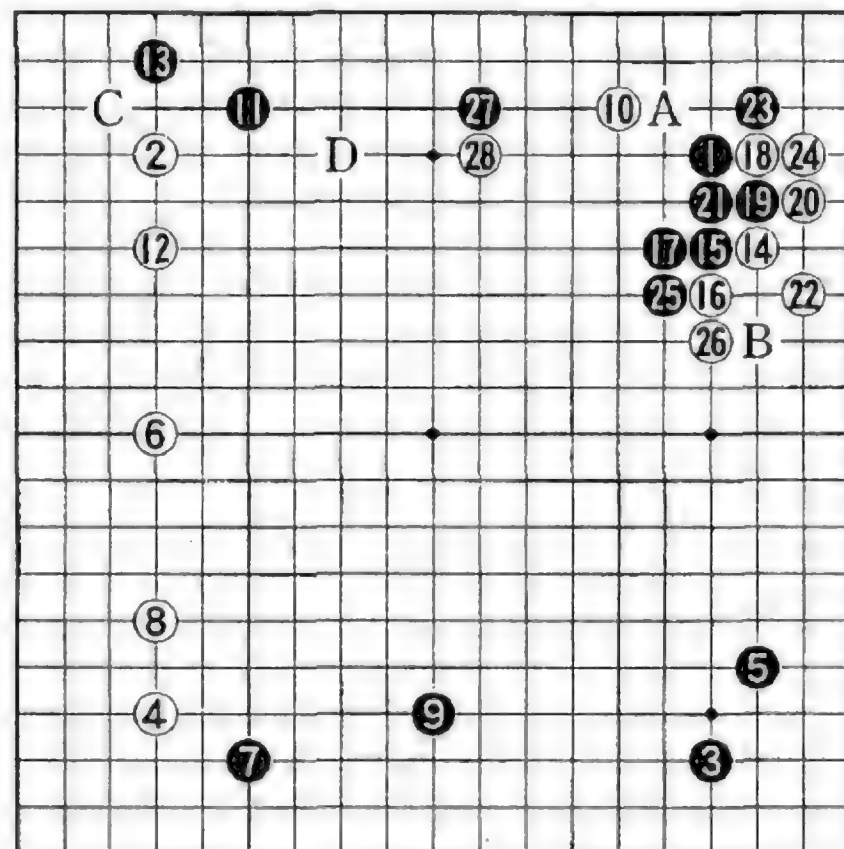


Figure 1 (1-28)

Figure 1 (1-28). A severe contact play

Akiyama: Though you won the *nigiri*, you elected to take black. Was there any reason?

Nie: No, no special reason. You alternate colours anyway. If it were just one game, I'd take white.

Akiyama: Go Seigen [the tournament referee] pointed out that after the *joseki* in the top right corner the exchange of 25 for 26 is bad. He said that Black should simply make the diagonal contact play of A.

Nie: I see. That's an interesting approach. The idea is to aim at the *peep* of B. I was very interested to see how White would respond to the pincer at 27. If, for instance, he defended the 3-3 point with C, Black would play D, staking out an ideal position. White 28 was the only move I didn't consider. It's severe. Fujisawa Sensei's go is large-scale; it's magnificent. There were various things I learnt from him.



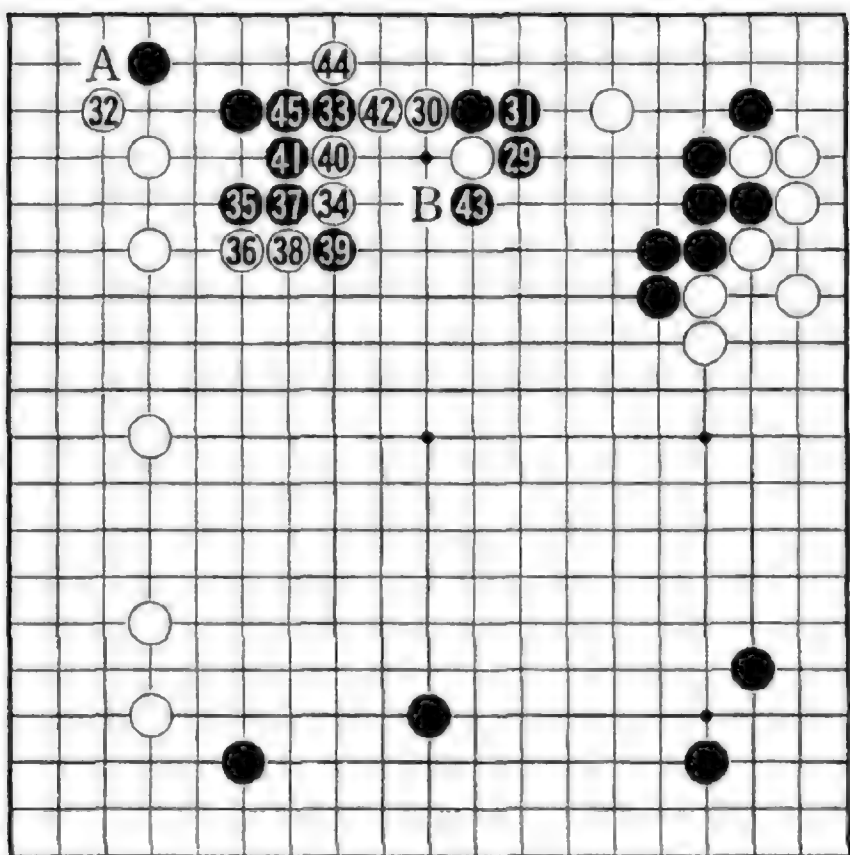
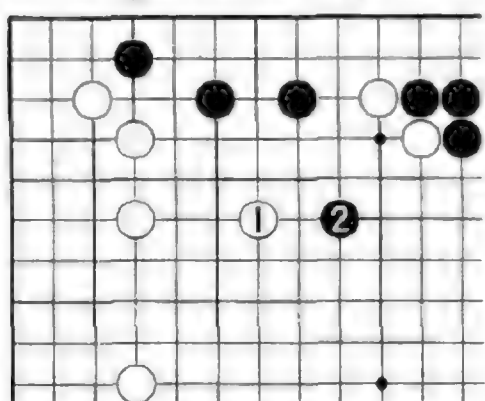
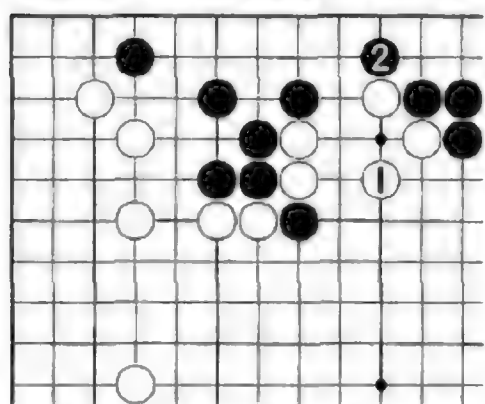


Figure 2 (29-45)



Dia. 1: what Black wants



Dia. 2: good for Black

Figure 2 (29-45). The fighting move

Akiyama: Are Black 29 and 31 best here?

Nie: I think so. Shuko's plan from the start was probably to force with 28 and 30 first, then to switch to 32. Instead of 32, extending to White 33 also looks good.

Akiyama: White 34 is light.

Nie: Connecting would be bad: it would be too heavy. Even so, I didn't see 34 coming. I would have been grateful for White 1 in *Dia. 1*, as Black 2 stops White in his tracks. White 34 is a good move.

Akiyama: The cut at 39 after 35 and 37 is severe.

Nie: This is fighting spirit. Crawling at A instead of 35 would probably be the usual move,

but it's not quite . . .

Akiyama: If Black is going to be tough-minded, White's not going to back down either. White 40 shows his determination not to let Black link up.

Nie: White 1 in *Dia. 2* would make it too easy for Black, who simply links up with 2. Black has no choice about 43. If he descended at 44 instead, letting White take up position with B would be painful.

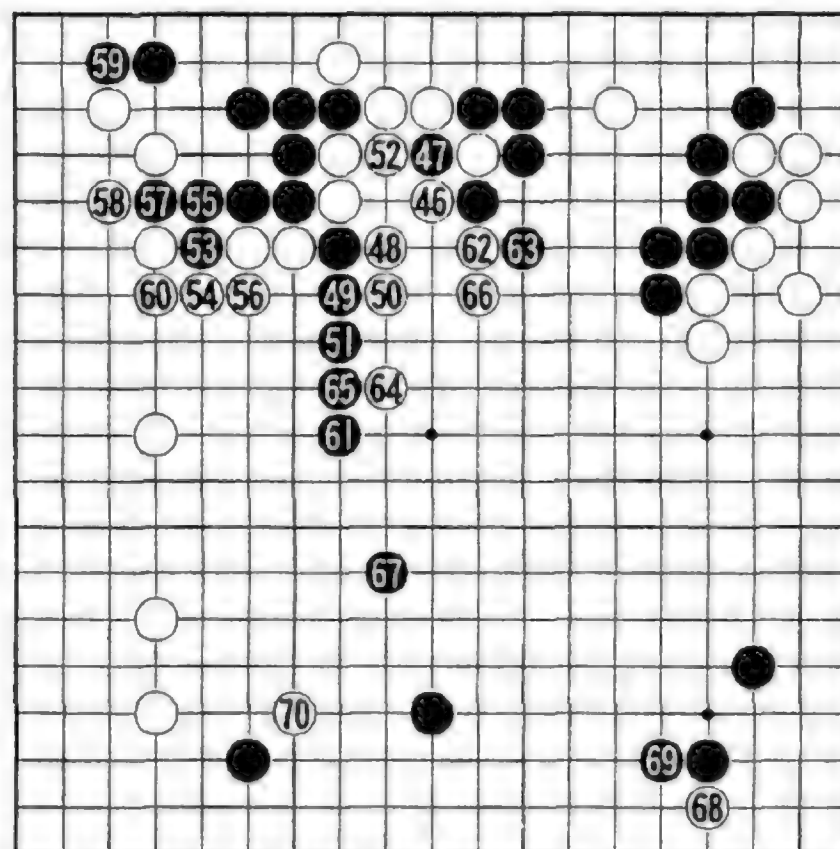
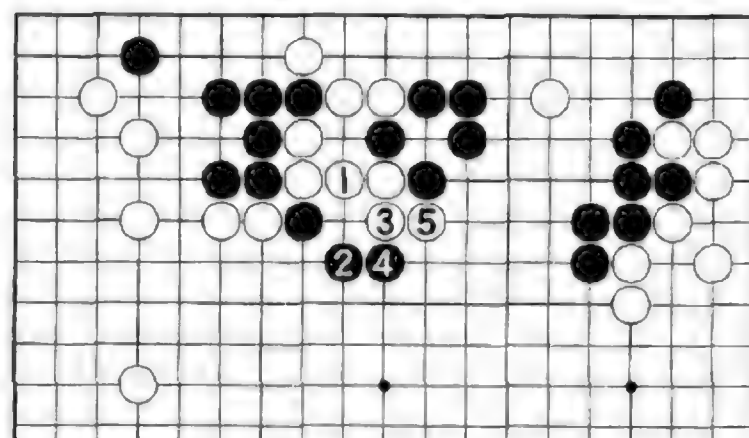


Figure 3 (46-70)



Dia. 3: better for 48?

Figure 3 (46-70). Two regrets

Akiyama: For 48, Kong Shangming [Nie's wife] was studying the variation in which White connects at 1 in *Dia. 3*.

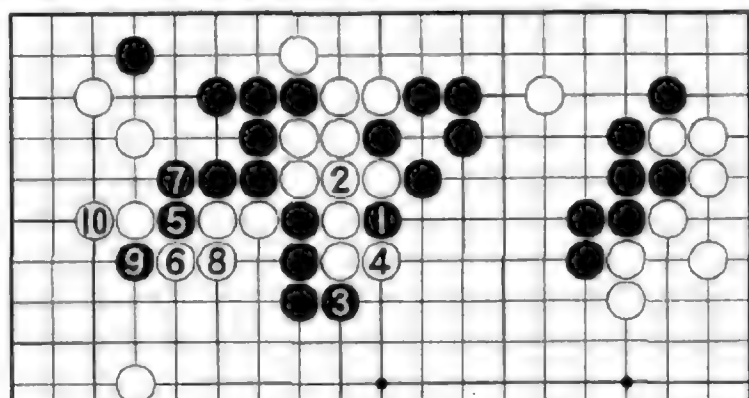
Nie: This is something I don't understand too well. If Black 2, White pushes his way out with 3 and 5 . . . Black is not alive in the top left, so he might come under too much pressure this way. I was a little grateful for 48.

Akiyama: If White 48, the moves to 52 are absolutely necessary. However, the sequence from 53 is another one that took the players following the game by surprise.

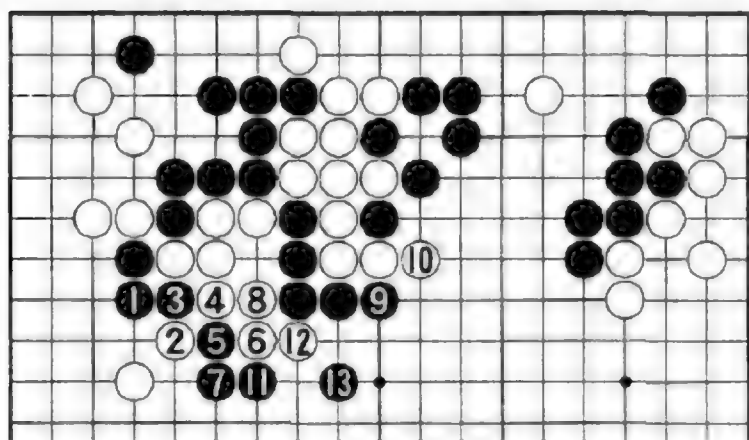
Nie: My play was weak. Instead of 53, I had a move that would have been decisive. I should have made the atari of 1 in *Dia. 4*.

Akiyama: Black seems to have more ko threats — he's got a lot after 5.

Nie: So White has to connect at 2. Black then turns at 3 before attacking at 5. After 10, Black extends at 1 in *Dia. 5*. This clinches it.



Dia. 4: Black's missed opportunity



Dia. 5: White is captured

Akiyama: After 2, Black cuts with 3 and 5. Black 9 is sente, so Black captures White in a geta with 11 and 13.

Nie: At some point White will have to try a different variation, but deciding just where is difficult. A move like 59 in the figure is hopeless. The centre black group is floating. Another move I regretted is the connection of 65. This was terrible.

Akiyama: 'Connect against a peep': it looks like an ordinary move.

Nie: It's heavy! There's no need to connect at a place like this. You'd think I would have simply played at 67. It's no good when you do something funny at two important points of a game. The position looks good for White. Black would be hard put to give the komi. The strategy Shuko adopted with 70 was superb. I had nothing but admiration for his play.

Figure 4 (71–100). *One move makes it a lost game.*

Nie: Shuko's plan is to force with 70 and 72 before attacking at 74. This works perfectly, since Black has made himself heavy by connecting with the marked stone.

Akiyama: But you discarded the centre stones without a moment's hesitation.

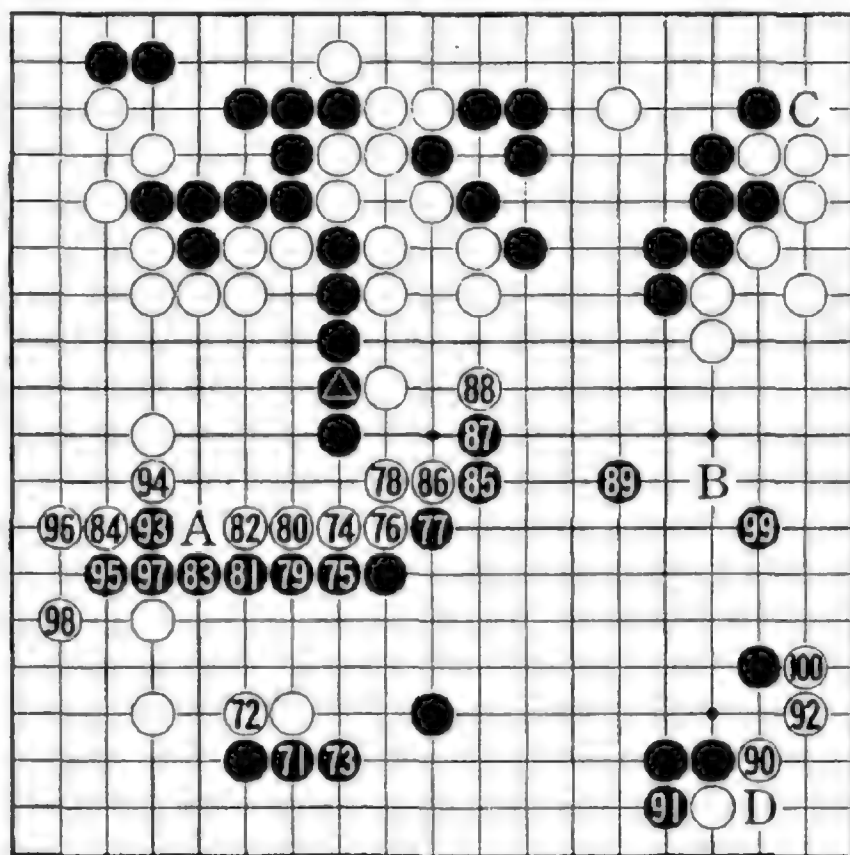
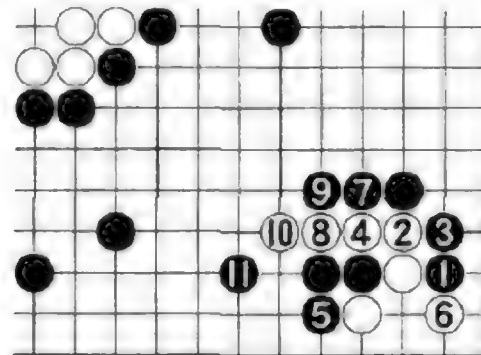


Figure 4 (71–100)

Nie: White gets a big territory. It can't be helped. I knew Shuko was strong, but . . .

Instead of 88, defending at A also looks good. In that case, I wouldn't hold back at 89 but might extend to around B. I don't know which is better.

Akiyama: White 90 and Black 91 were predicted by the pros going over the game. Everyone thought the violent attack at 1 in *Dia. 6* was unlikely.



Dia. 6: unlikely to succeed?

Nie: But I considered it. Perhaps I should have played there and staked the game on the outcome. I've no idea what happens after Black 11. It's true Black has every reason to be apprehensive. If he fails to capture White, he'll lose at once.

Akiyama: Black is left with the moves of 93 and 95 for flattening out White's territory. Can't White counter by cutting at 1 in *Dia. 7* (next page)?

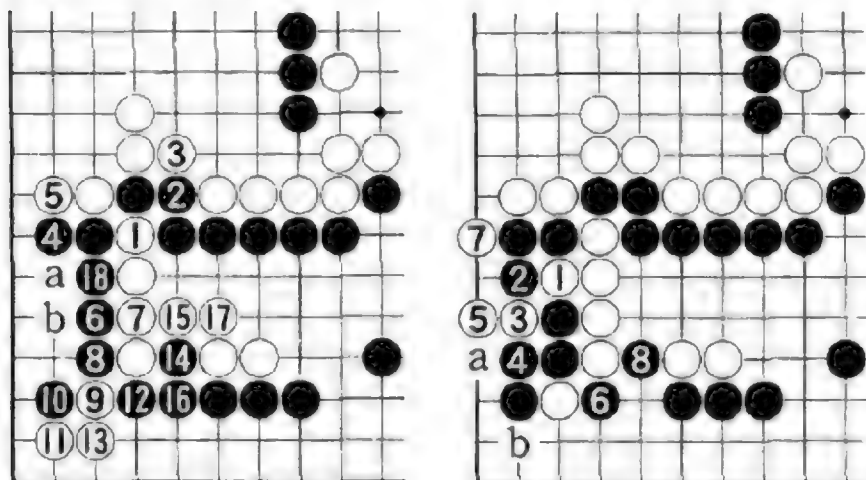
Nie: That's easily refuted. Black counters with the 4–6 combination. If White attempts to capture White with 9 and 11, he ends up being captured himself after 12 to 18.

Akiyama: He loses by exactly one move, does

he? Even if White exchanges White 18 for Black 'a' before connecting at 17, he still loses by one move after Black connects at 'b'.

Nie: Right: If he's going to change along the way, then he could switch 11 to 1 in *Dia. 8*. White 3 and 5 are possible.

Akiyama: If Black captures with 6 at 'a', the whole group dies after White 'b', so I suppose Black will cut at 6.



Dia. 7: Black wins

Dia. 8: good for Black

Nie: Letting Black get such a handsome corner territory would lose the game at one stroke. White has no choice about 96 and 98.

Akiyama: The general opinion was that the game had become a close contest when you made this dent in White's territory.

Nie: That's so, or Black might even be a little ahead. But I immediately made it a lost game. Black 99 is terrible. Anything but 99 would have been good. Black C, for example, or blocking at Black 100, or cutting at Black D. Well, blocking at 1 in *Dia. 9* might be simplest. Something like extending to 2 would be best for White — letting Black strike at 'a' would be unbearable. Black could then play 3 and 5, making miai of 'b' and 'c'.

Akiyama: You're saying that Black 99 falls between two stools: it doesn't effectively attack the group above or secure the territory below.

Nie: Yes, this is a lost game. What would you call it? A big slip? A major blunder? It's a major blunder. I thought that even with 99 the white group below would have to live in gote, so Black would be able to switch to C.

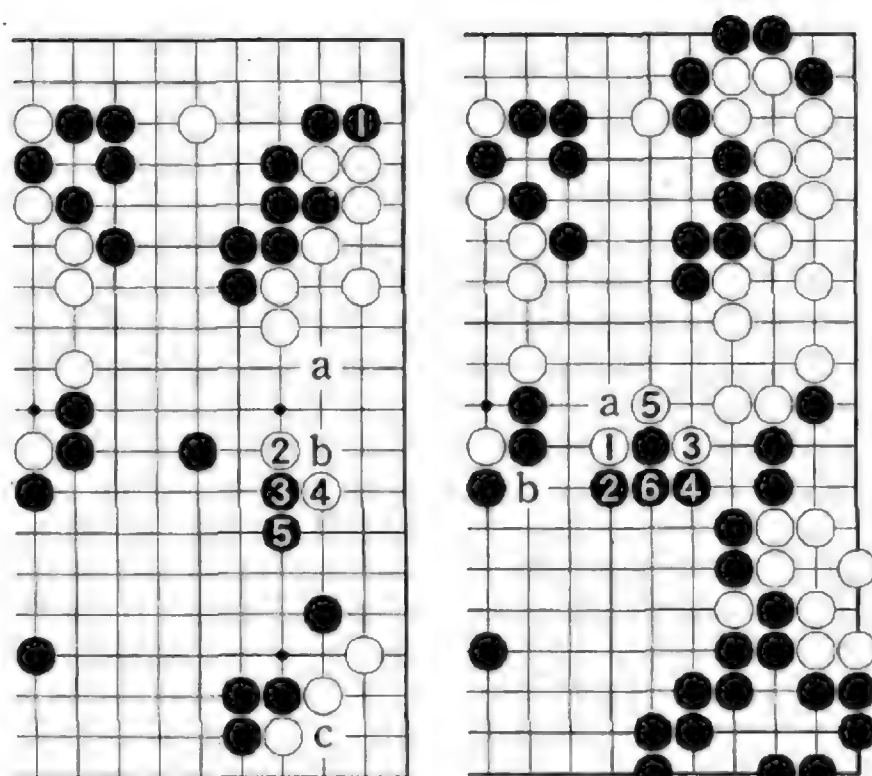
Akiyama: In Japan it's usually said that your analysis is very reliable, with few oversights.

Nie: That's ridiculous. I often make blunders. I've thrown away a lot of games through blunders.

Akiyama: Then you're the same as Shuko.

Figure 5 (101–155). *Black closes the gap.*

Nie: I failed to realize that White could live in sente with 6 and 8.



Dia. 9: best for 99

Dia. 10: best for 52

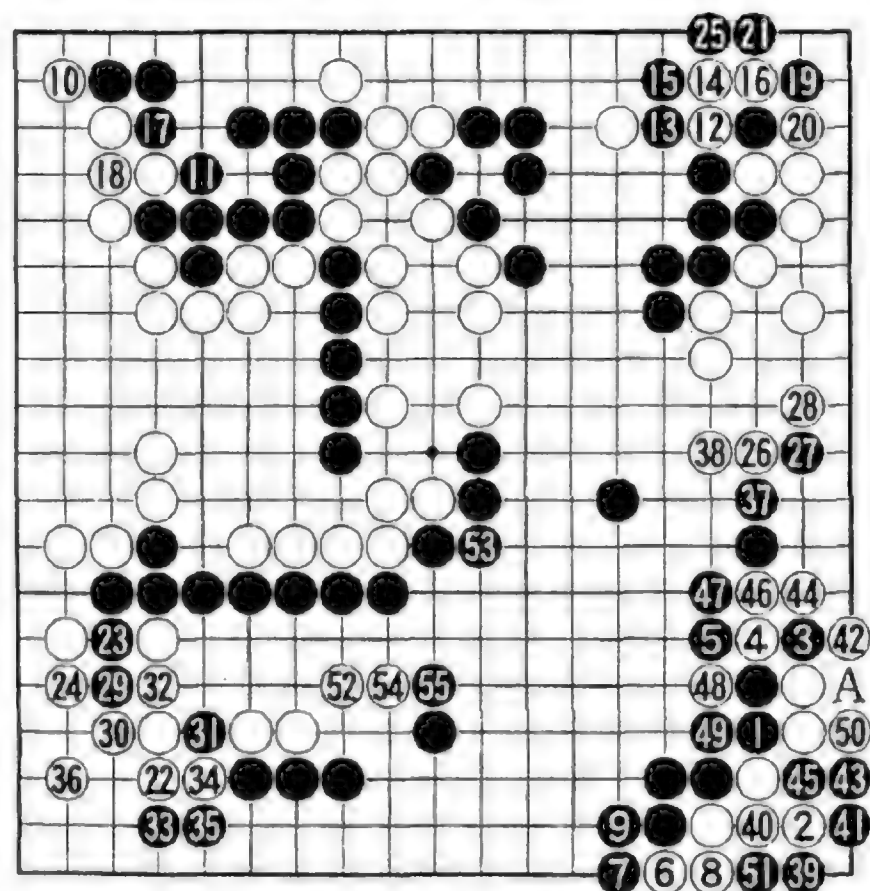


Figure 5 (101–155)

Akiyama: The cut of 12 is a large endgame move, said to be worth 22 points in gote. Black 19 and 21 are a tesuji.

Nie: Black 31 is funny. Attaching immediately at 33 is obviously the only move. Instead of 38, White probably should atari at 42. Black profits a little from the sequence from 39.

Akiyama: What happens if White blocks at 43 instead of 42?

Nie: Black hanes at A and gets a one-move approach-move ko. It may be an approach-move ko, but Black has lots of ko threats, so this would be scary for White. Shuko perhaps eased off because he thought the game was a win. The same can be said of 52. Attaching at 1 in *Dia. 10* would have made a big difference. The best Black can



Shuko: the gods gave him a great talent for go but also cursed him with a fatal propensity for making careless blunders. In his younger days he often used to say that if he were allowed to take back an occasional move he would be the strongest player in Japan (this was before he actually became the number one player). On the other hand, according to his own testimony, Shuko is one of the rare players who have got stronger after passing the age of 50. When he was Kisei, Shuko often used to compare himself to Honinbo Shuei (1852–1906), a good player who late in life became a great player.

do is to defend at 2, so White could force with 3 and 5, then switch to 52 in the figure.

Akiyama: What if Black hanes at 'a' with 2?

Nie: After White 3, Black 4, White 5, Black 6, then White can atari at 'b'.

Figure 6 (156–241). Making up two points

Nie: I knew that this was a 1 1/2-point win for White, but there was nothing I could do about it.

Akiyama: This lead is upset. We realized immediately that 82 and 84 were a blunder.

Nie: They lose one point. White should first have exchanged 1 for Black 2 in *Dia. 11* (next page). Black will have to add another stone, so this makes a difference of one point. Shuko's losing move was probably White 88. If he had first exchanged White 89 for Black A, White would have won by half a point.

Akiyama: At what point were you sure you had won?

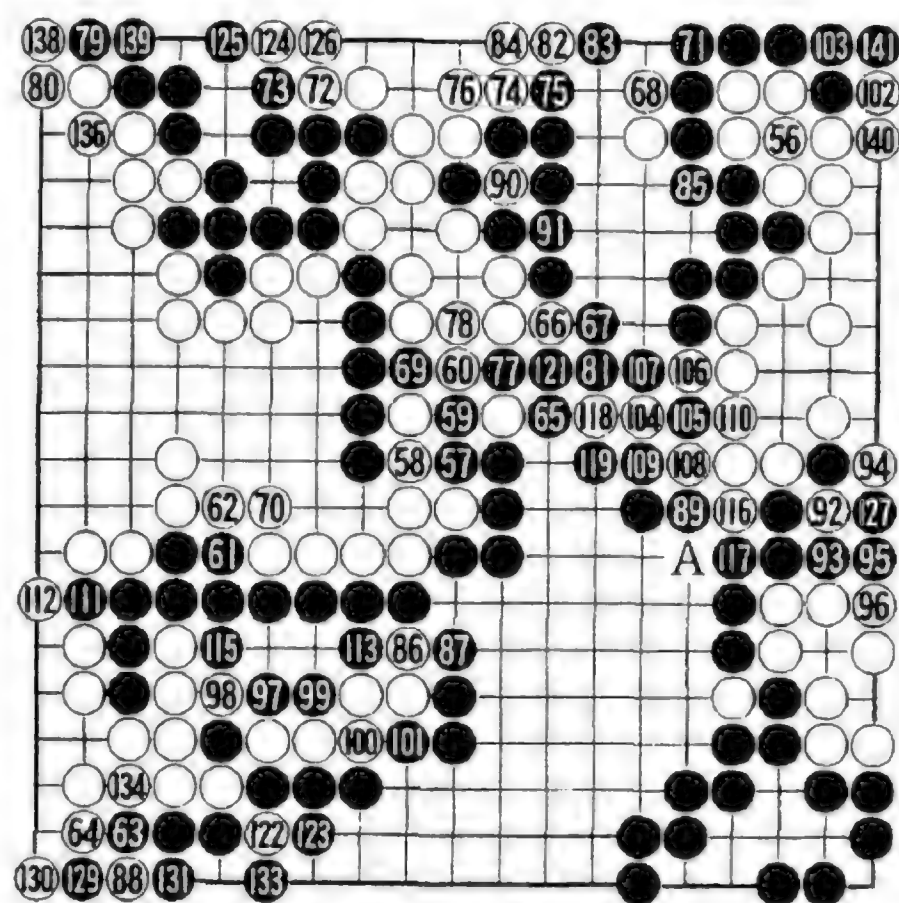
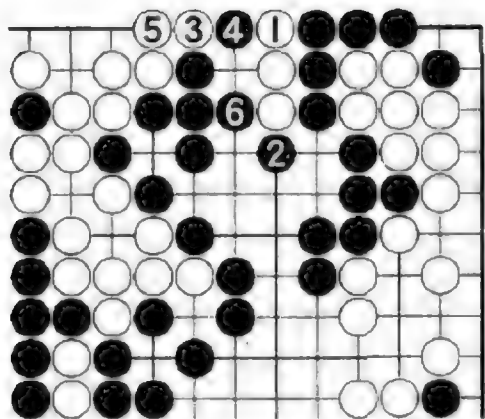


Figure 6 (156–241)

114: connects (below 98); 120: connects (at 105);
128: connects (above 92); 132: connects (at 129);
135: ko (left of 90); 137: connects (at 90)



Dia. 11: Shuko's blunder

Nie: I knew I had a win when I played 89. If I had thought I was only seven points ahead on the board, I would have played a dame point with 137 at 139 and fought the ko. That way there would be a possibility of gaining a point.

Akiyama: That's where the Ing rules differ from the Japanese rules. [Under the Ing rules, all the points one occupies on the board, that is, territory and points where one has stones, are counted.]

Black wins by half a point.

Game Two

White: Nie Weiping

Black: Fujisawa Shuko

Played in Seoul on 22 November 1988.

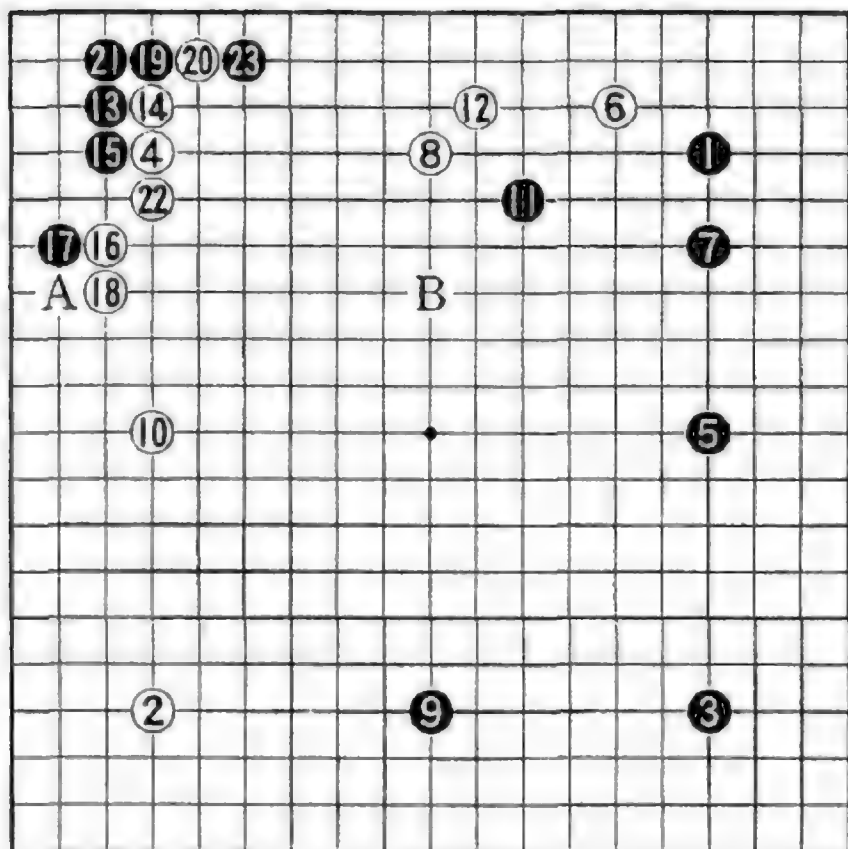
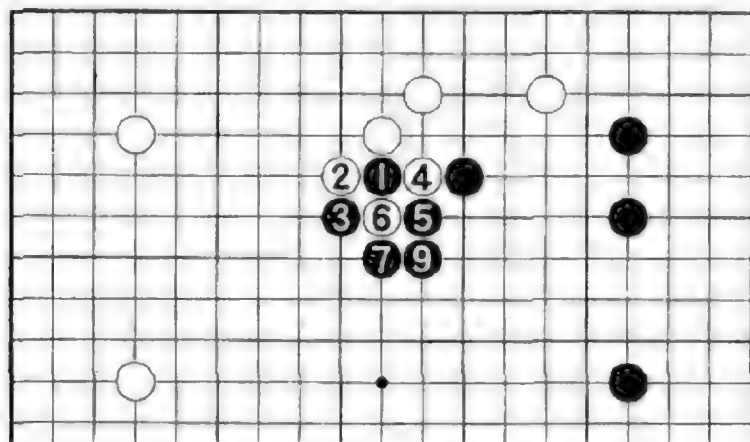


Figure 1 (1-23)

Figure 1 (1-23). Nie's suggestion

Nie: Black 11 is an interesting approach. But I have my doubts about invading with 13. I think that attaching at 1 in *Dia. 1* is better. If White 2, Black counter-hanes with 3. Black's centre thickness would have White worried.

Akiyama: Dodging to 16 has become the joseki recently. That seems to be true of China too.



Dia. 1: alternative for 13

8: connects

Nie: Right. Black 23 is a superb contact play. Crawling at Black A would just make jumping to B good for White.

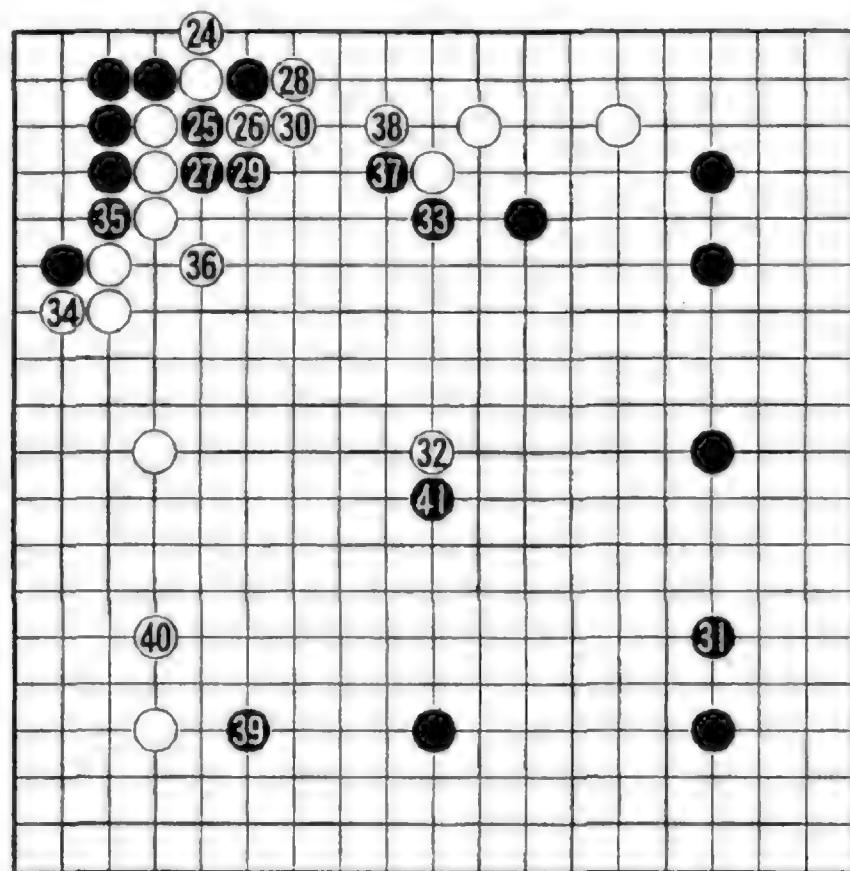
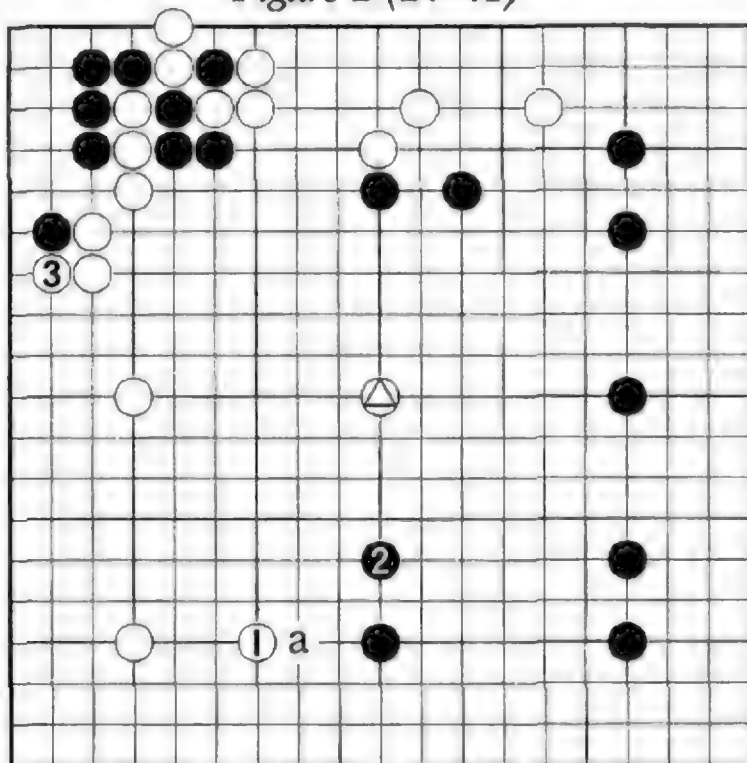


Figure 2 (24-41)



Dia. 2: making the most of the centre

Figure 2 (24–41). How to make the centre stone shine

Akiyama: Each side goes his own way with 31 to 33.

Nie: There is no need for White to respond to 33. But White 34 may be premature. I should have played at 1 or 'a' in *Dia. 2*. Capping next would be good for White, so Black more or less has to jump to 2. If then White 3, the marked stone on the centre point would be shining brightly. In the game I was cleverly outplayed. Black 39 and 41 are magnificent.

Akiyama: These moves caused a stir in the pressroom.

Nie: I didn't foresee them. I completely lack the magnificent feel for the game evident in these moves. I was filled with admiration.

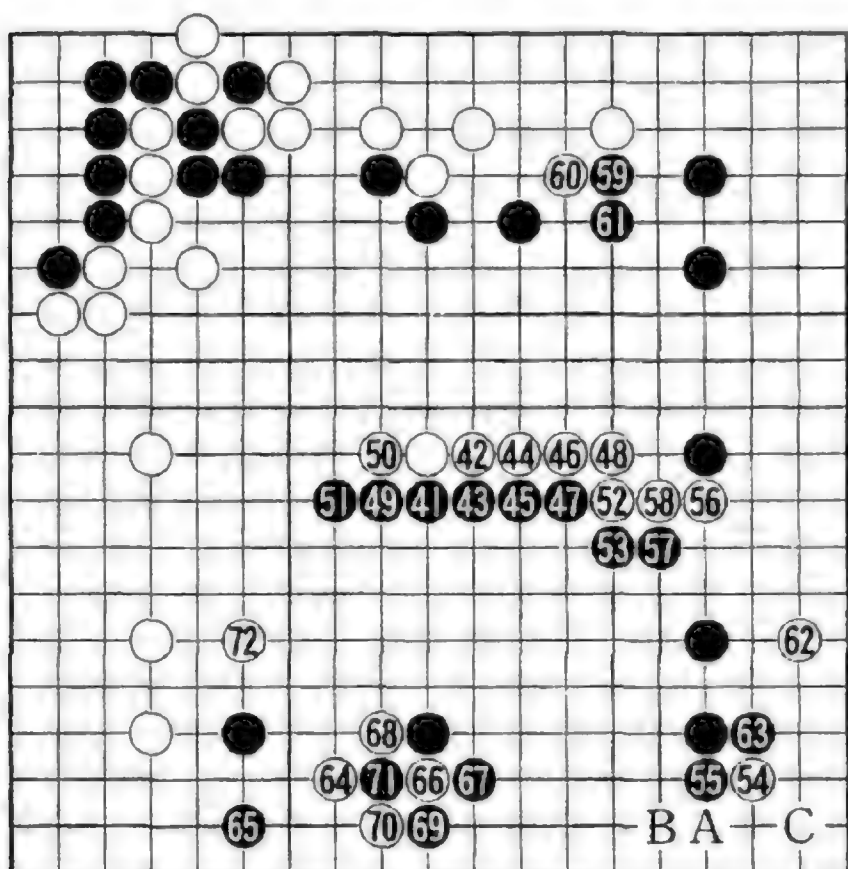
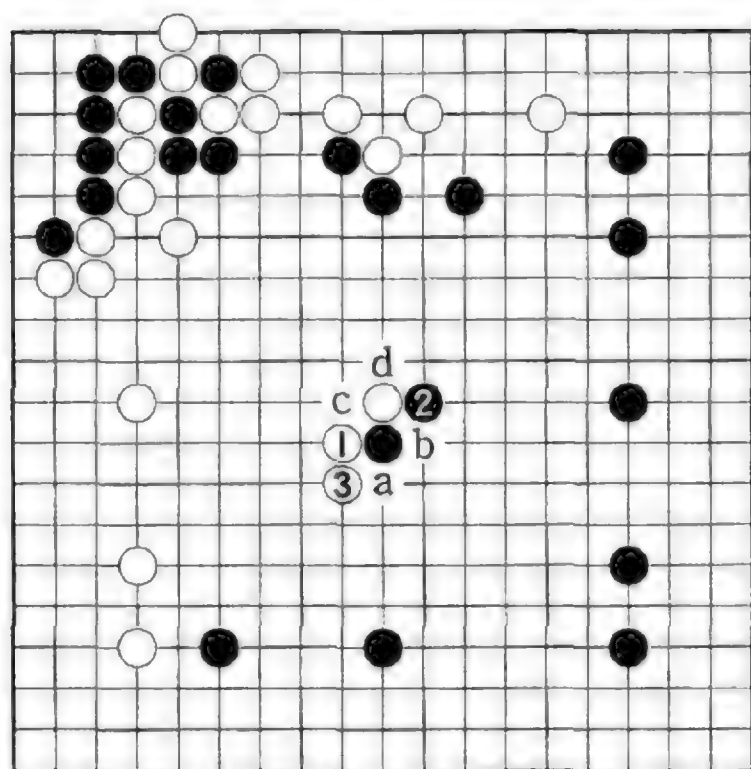


Figure 3 (41–72)



Dia. 3: an improvement for White

Figure 3 (41–72). Bad trouble for White

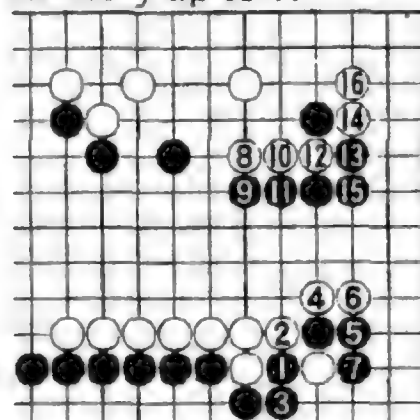
Akiyama: Is the aim of 41 to cut and start a fight if White answers with a hane?

Nie: If White hanes at 43, Black would cut at 42; this starts a fight in Black's sphere of influence, so it would be no good for White. If instead White 1 in *Dia. 3*, Black will probably play 2. H'm. I should have played like this. White could either extend at 3 or exchange White 'a' for Black 'b', then connect at 3. Regardless of what happens next. If Black cuts at 'c' with 2, White extends at 'd' and this time the fight takes place inside White's sphere of influence. Extending at 42 was slack.

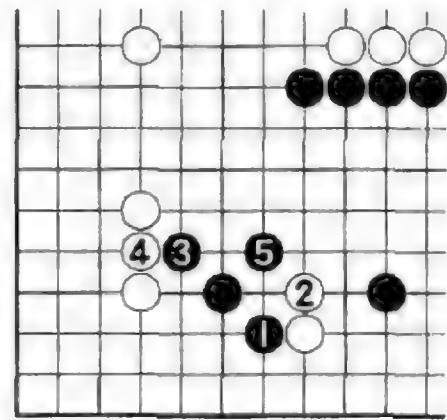
Akiyama: The continuation to 51 is inevitable. Black gets a superb territorial moyo at the bottom.

Nie: I made a miscalculation in expecting Black to answer 48. This is no good for White. I was in bad trouble.

Akiyama: Couldn't Black wedge in at 1 in *Dia. 4* instead of 57? If White 2, he gobbles up territory up to 7.



Dia. 4: risky for White



Dia. 5: more aggressive

Nie: This is risky. There are various things White can try, but, for example, he could eat up the corner with 8 to 16.

Akiyama: I see. The black group hasn't got eyes yet.

Nie: Taking sente with 57 so that Black can play 59 and 61 is a good strategy. It simplifies the game for Black. For my part, White 62 is funny. I should do nothing, so that I can keep open the option of playing White A, Black B, White C.

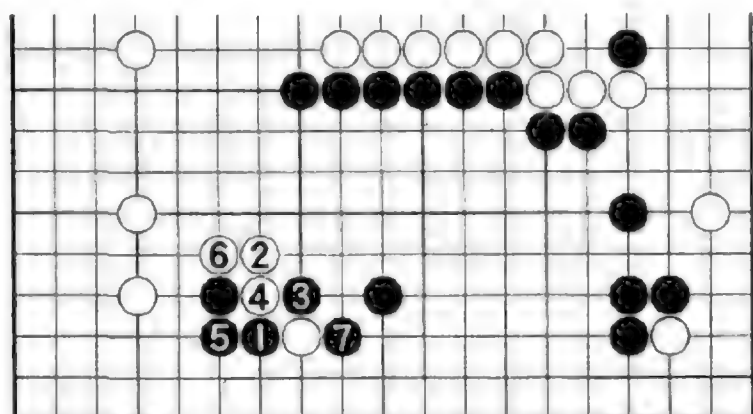
Akiyama: The invasion at 64 is incredible. You were trying to live here?

Nie: No, I was just seeking any foothold I could for reducing Black's area. I think that Shuko's answer at 65 was funny. Wouldn't Black 1 in *Dia. 5* have been stronger? If White 2, Black attacks with 3 and 5.

Akiyama: This is a blunt attack.

Nie: White probably can't live. So I intended to counter with 2 in *Dia. 6* (next page). The moves to 7 follow. This doesn't reduce Black's territory

much. In the game White gets the aji of a ko, so it's not clear how much territory Black can expect to get here. When I jumped to 72, I felt I had a chance. The game was now a real contest.



Dia. 6: better for Black

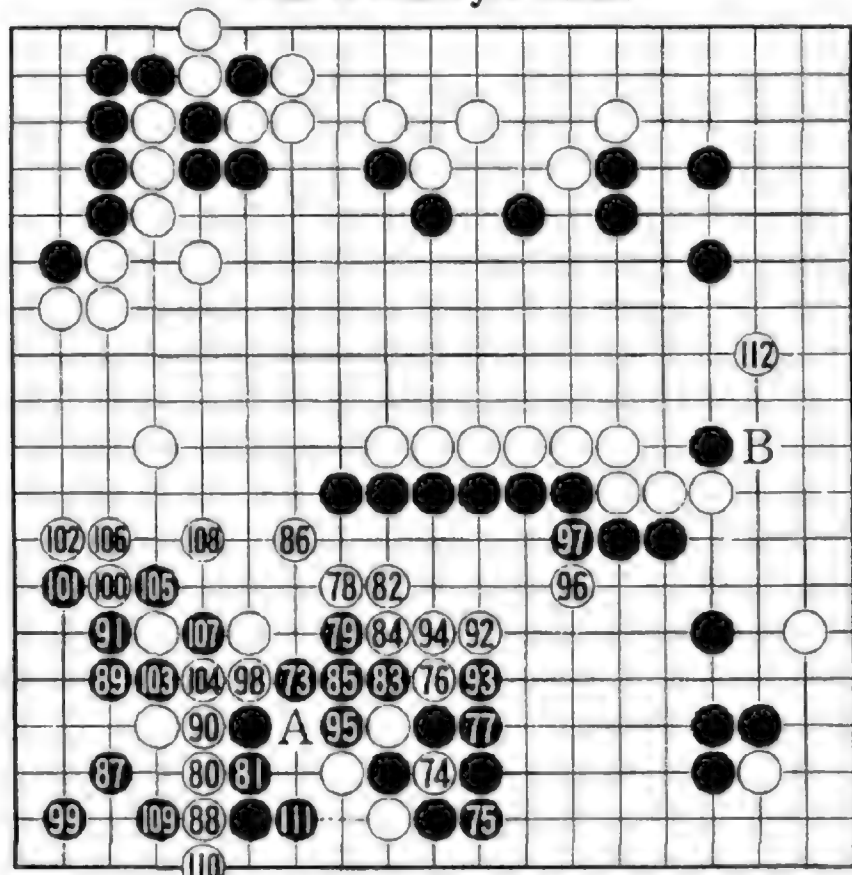
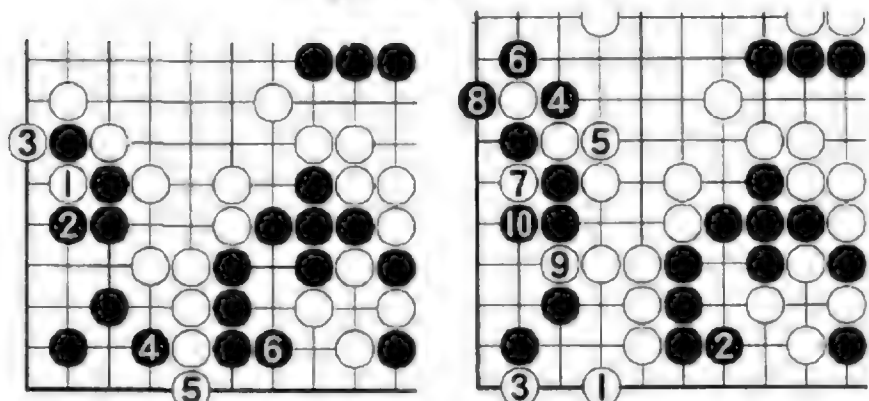


Figure 4 (73-112)



Dia. 7: Black lives

Dia. 8: OK for Black

Figure 4 (73-112). Promising for White?

Nie: My wife's opinion was that instead of 82 White should play 98 immediately, forcing Black to connect at A. I can see that this would be more efficient. She's a clever woman.

Akiyama: Most people thought that instead of 87 Black B would have been bigger.

Nie: Black B is big. Whereupon White plays 88. It's hard to say which way is better. Black 95 can't be helped. If Black tenukis, White 95 gives a ko.

Akiyama: White finally gets to play at 112.

Nie: Black had a chance to descend at 112. When White blocked at 102.

Akiyama: Would the bottom left group be safe?

Nie: If White 1 and 3 in *Dia. 7*, Black lives with 4. White 1 in *Dia. 8* would be sente to the right, but even if White attacks with 3, Black can go for a trade with 4 and 6. This is not interesting for White. The sequence from Black 103 is gote, so it's nothing special. When White switches to 112, he might be in the lead.

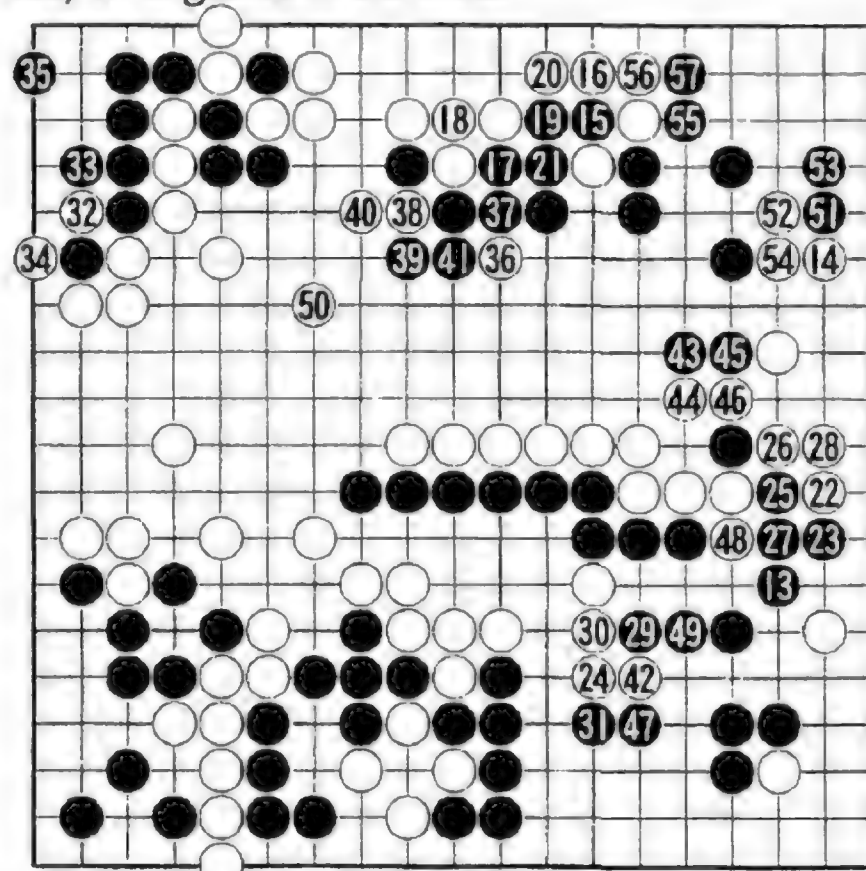
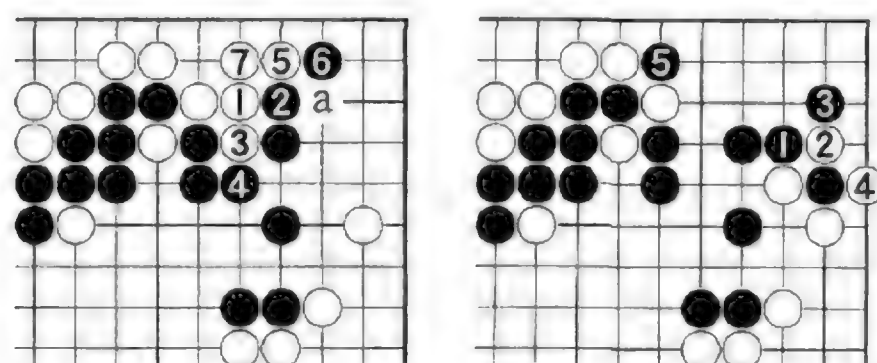


Figure 5 (113-157)



Dia. 9: better for 50

Dia. 10: better for 53

Figure 5 (113-157). Problem points in White's endgame.

Nie: There are more problems with my endgame than with Black's. Is White 24 good? I was put on the spot by the nice timing with which Black played 25.

Akiyama: What happens if White plays 26 at 48? Does Black answer at 29?

Nie: Right. Since White has not yet made Black answer at 31, he'd be reluctant to give up 24. If Black had already answered at 31, then White could counter Black 25 with White 48.

Akiyama: White 44 and 46 are solid.

Nie: They're funny. I eased up because I thought I was ahead. Instead of 44, taking profit

with 53 is the only move. White 50 also may be small. I should have followed *Dia. 9*.

Akiyama: This sets up a cut at 'a'.

Nie: It wouldn't have been too late to play 50 after Black had defended against that cut. I wonder about Shuko's 53. If Black plays 1 in *Dia. 10*, White would have to answer with 2 and 4, so Black could cut at 5. I think this is bigger.

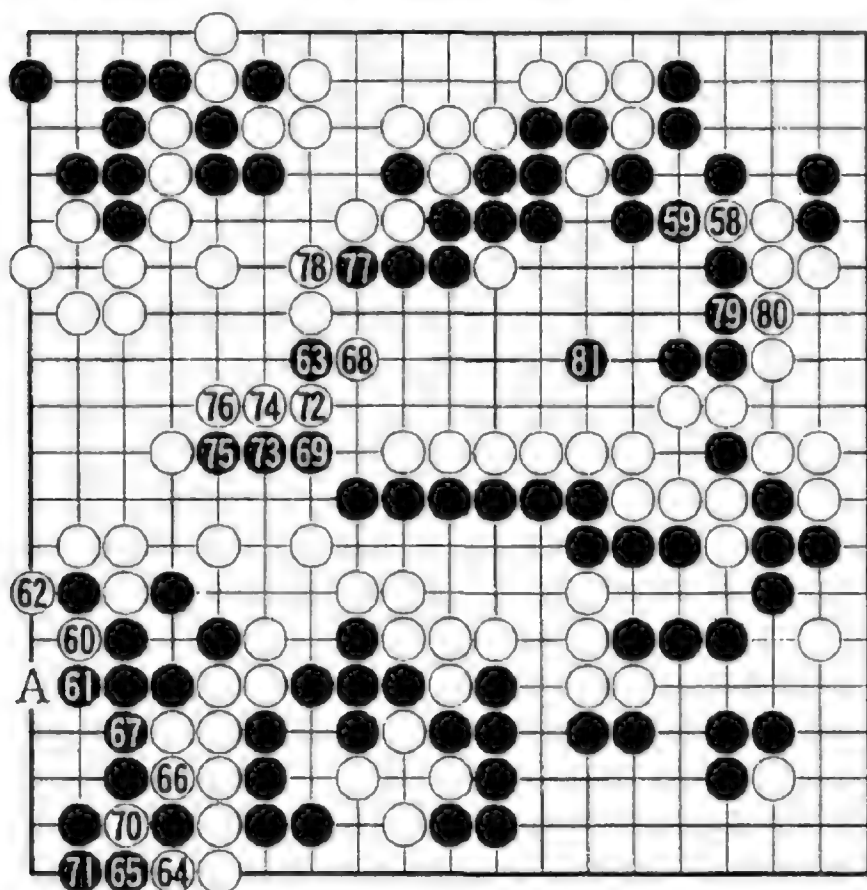
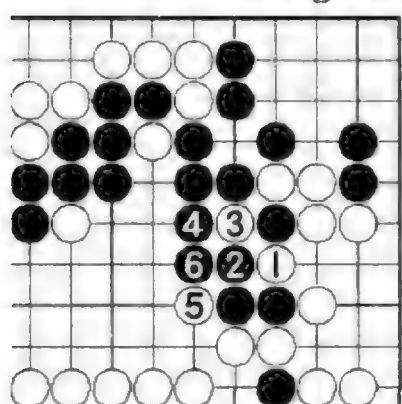
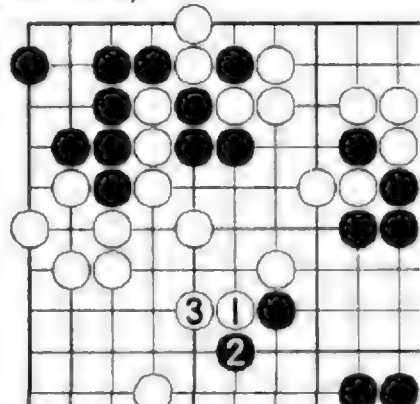


Figure 6 (158-181)



Dia. 11: all sente



Dia. 12: good enough

Figure 6 (158-181). A half-pointer

Nie: Pushing through at 58 feels good. But it's a mystery why I didn't continue with 1 to 5 in *Dia. 11*. White has more ko threats, so White 5 is also sente. Then I could have switched to 60.

Akiyama: Shuko seemed to rap the stone loudly on the board when he attached at 63. What was the state of the game at this point? The consensus was that Black had caught up.

Nie: Various things happened, but White lost points. White 68 is also funny. Answering with 1 and 3 in *Dia. 12* would have given White a win.

Akiyama: But it looks as if White profited when he swallowed up the black stone up to 76.

Nie: In the game descending at Black A has become sente. White has lost about three points.

And, in contrast to *Dia. 11*, Black plays 79 in sente. It's now a half-pointer.

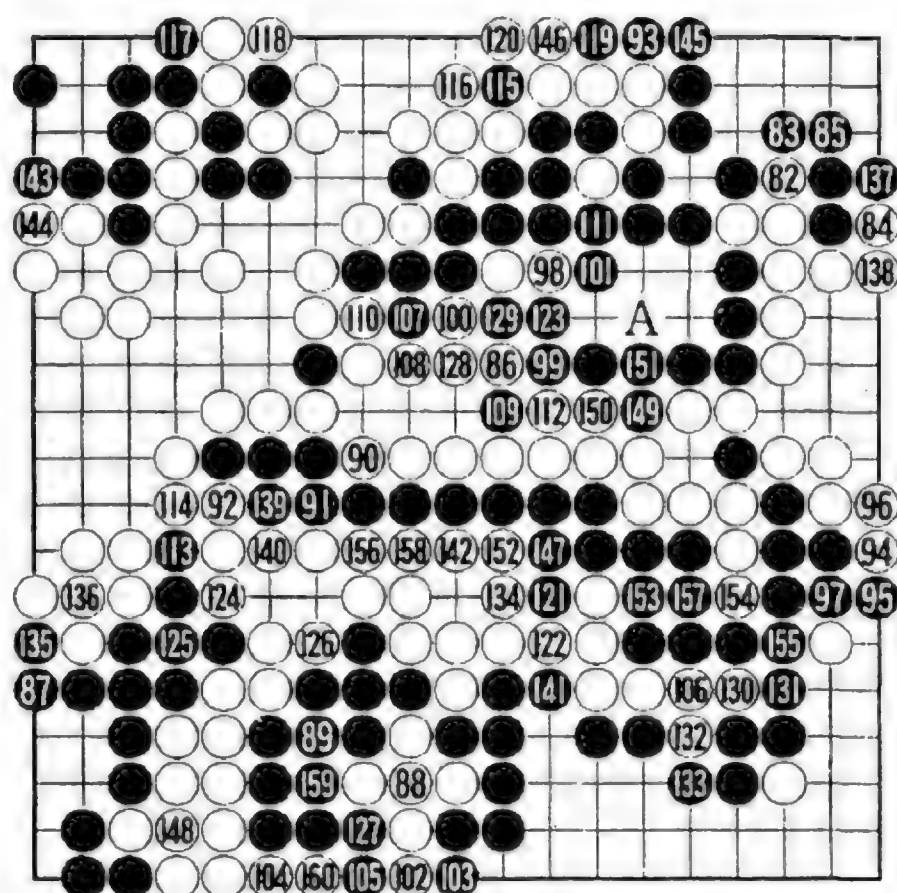
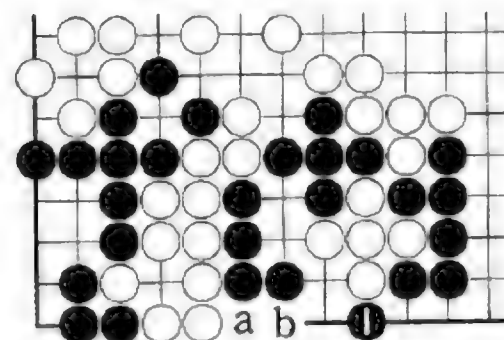


Figure 7 (182-260)



Dia. 13: the final blunder

Figure 7 (182-260). Another Shuko blunder

Nie: Playing the sente moves of 82 and 84 was not good. I should have started with the hane of White 145.

Akiyama: If White plays 86 at 145?

Nie: Having played 83 and 85, Black is unlikely to answer. He would take the last large point with Black 86.

Akiyama: It's a win for Black when he descends at 87, isn't it?

Nie: Yes, by half a point. But answering 88 by connecting at 89 was terrible. It's a major blunder. Correct is the hane at 1 in *Dia. 13*. After White 'a' and Black 'b', Black gets 14 points here.

Akiyama: In the game he gets 12 points. There are no words for this final blunder — a clear loss of two points.

Nie: White 148 and Black 149 are the same. If White plays 148 at 151, followed by Black A, White 149, then depending on what happens later there's a possibility of losing a point. That may seem strange by the Japanese rules, though.

White wins by half a point.

Akiyama: What do you think of your two games with Shuko?

Nie: In the two games both sides had various chances, but going from the opening to the middle game I was overwhelmed. I had been worried that Shuko might not be in good condition, but this was groundless. I was filled with admiration

for the fine go he played.

Akiyama: I imagine that the Chinese go world is expecting a lot of you. Did you feel much pressure?

Nie: Yes, it spurred me on. I put out all my strength, that's all there is to say.

(*'Kido'*, Jan. 1989. Translated by John Power.)

The Myth Crumbles

China Loses the 4th Super Go Series

'The Nie myth crumbles': that was the headline in Chinese newspapers after Nie Weiping finally lost a game in the series of Japan-China Super Go matches that started in 1984. This reaction seems unduly severe on Nie Weiping, but after 11 wins in a row against the toughest competition Japan had to offer, Chinese go fans had come to regard Nie Weiping as invincible. It was therefore all the greater a shock when Nie lost to the third player on the Japanese team without even forcing it to field its big guns.

In the 4th series the Chinese team was facing its biggest crisis yet, down 0-6, its worst start ever. Nie has rescued his team from three- and five-game deficits and everyone expected him to work the same magic this time. These hopes were dashed by an unlikely hero for Japan, Hane Yasumasa, a quiet, modest player, known as a specialist in the high Chinese opening but not yet a title-winner. This was Hane's first appearance in a Super Go series; previously he had played three games with Nie but lost all three. However, his fellow Nagoya player Yamashiro Hiroshi had predicted that he would win because of his ability to treat an important game as just another game and not get nervous about it.

Below we would like to present Hane's own commentary on his triumph.

Black: Nie Weiping 9-dan (China)

White: Hane Yasumasa 9-dan (Japan)

Komi: 5 1/2; time: 3 hours each.

Played on 18 December 1988 in Huangjiao City, China.

This was my first appearance in a Super Go series. I hesitate to say it now, as it may not

sound gracious, but actually when I was first asked to play on the Japanese team I refused. The reason was not that I thought I would look bad if I lost to a Chinese player or that I was too busy with Japanese tournament games. The level of Chinese go has drawn even with Japanese, so however busy I was it would have been no burden to play.

The reason I hesitated was that I couldn't help wondering why I had been asked when there were stronger players around. It's also a fact that I wasn't confident I could play as well as people expected.

However, once I had decided to play, I put aside all these extraneous thoughts. Rather, I felt grateful to Yoda for setting up such a dramatic entrance onto the stage for me.

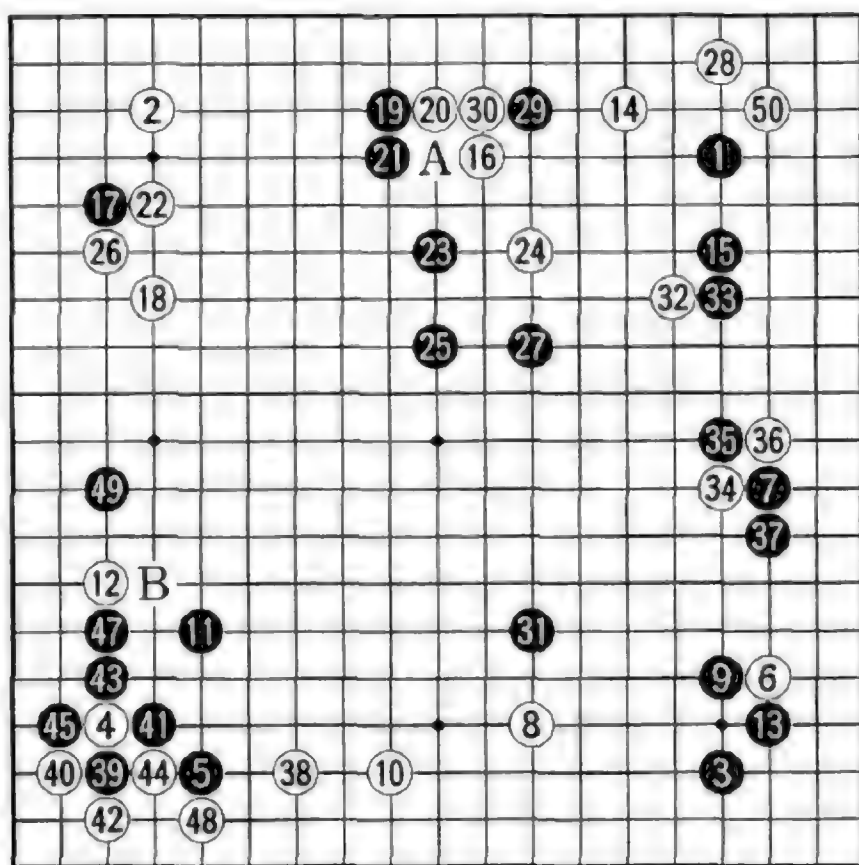
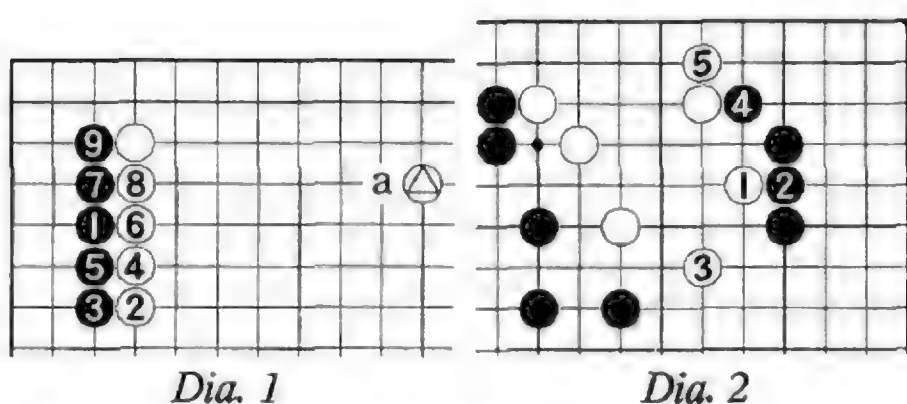


Figure 1 (1-50)

46: connects



Nie Weiping plays the first move.



Dia. 1

Dia. 2

Figure 1 (1-50). Self-indulgent reasoning

White 16. I had a hard time choosing between this and the wider move at A. The reason why I held back at 16 was that I came to the conclusion that if Black later played 1 to 9 in *Dia. 1*, then the marked stone would be better than 'a', as 'a' would be too close to White's own thickness.

I should have known that Nie wouldn't let me get away with such self-indulgent logic. The invasion at 19 is severe. White has no appropriate answer. White 20 is no more than a makeshift.

Black 27 is such a good point that I was very tempted to play there myself with 26. Black would probably live in the corner immediately. That would give a reasonable game, but White doesn't get much territory, so planning his later

strategy would be tough.

White 28. As Qian Yuping 9-dan indicated, White should poke his head out as in *Dia. 2*.

Black 49 shows just how strong Nie is. Usually you would take a firm grip on the white stone with a hane at B, but Nie judges that because of White's thinness in the top right and Black's thickness in the centre, playing 49 won't cause Black any problems later. Nie has a sure vision of the whole board.

The fourth player in the Japanese team, Shiraishi Yutaka 9-dan, accompanied me to China; if I lost, he would have had to play Nie two days later. This is a truly unbearable position for someone who values fighting spirit, not knowing for sure whether he'll have to play. This is the tough side of a team knockout, but it is also what makes it interesting. Actually, as I heard later, around about this point Shiraishi was starting to psych himself up for playing. Apparently he grumbled, 'Hane's being mean to me. He's saying: play Nie.' His reaction is not surprising, for in this figure the game is clearly going badly for White.

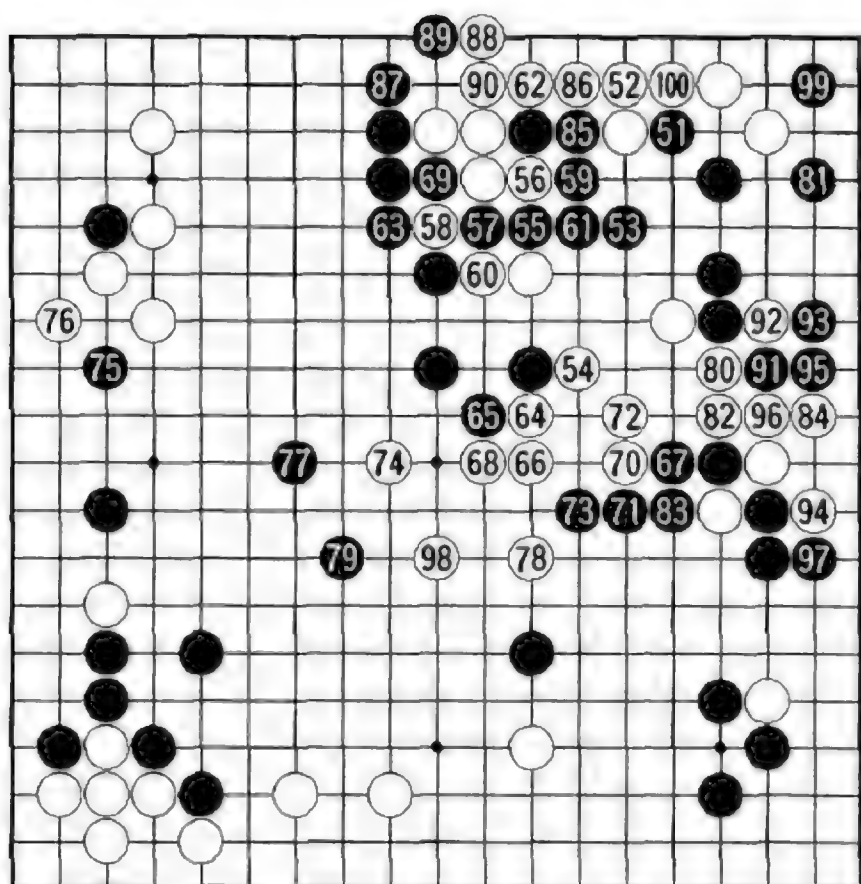
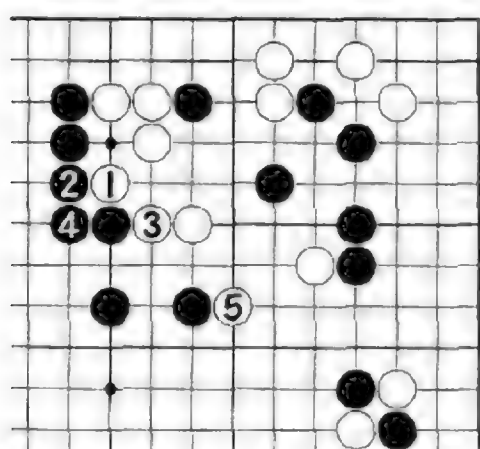


Figure 2 (51-100)



Dia. 3

Figure 2 (51-100). Under severe pressure

White 54 is a mistake. It may look uninspiring, but White should first force with 1 and 3 in *Dia. 3*. Black 55 is a powerful counterpunch. It really rocks White. Letting himself be split into two up to 61 can't be good.

Once having played 58, moving out with White 63 is correct shape, but White would be forced into an even more disadvantageous fight when Black cut him with 69. Please note that at the top Black 87 is sente.

There seems to have been a major miscalculation in my opening strategy. Already White is faced with a tough fight. Somehow I have to rescue the centre group.

White 66 is dubious. When Black extends at the vital point of 67, the white group is walking on a tightrope: one slip and it will die. I should have forced with 1 in *Dia. 4* before playing 3. This way White could secure definite life for the group up to 11.

Black 69. Capturing makes Black thick.

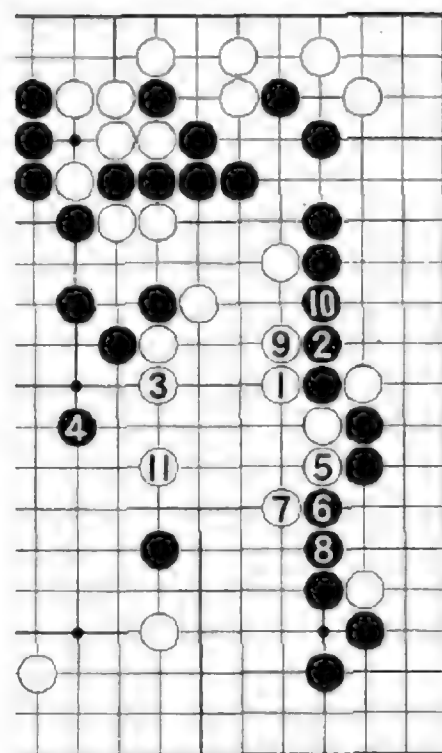
With White 70 I made another miscalculation. I had planned to make the hane at 1 in *Dia.*

5 next, but I realized that Black could use 4 to make a two-step hane at 6. White would have no chance if Black not only made territory on the right but also attacked him in the centre.

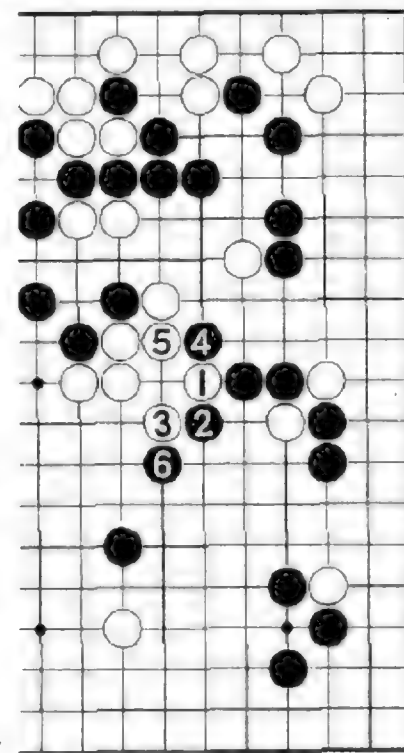


Hane Yasumasa

Born on 25 June 1944, became a shodan in 1858, reached 9-dan in 1981. Hane's main achievements are earning prizes in the 10th (1973) and 11th (1974) Pro Best Ten tournaments, playing in one Honinbo and three Meijin leagues, and twice winning the 9-dan section of the Kisei tournament (1985, 1986). He also won the 8-dan section in 1982. Hane is a good example of the depth of Japanese go: on a good day he can beat anyone, but he doesn't have that extra tenacity or luck or whatever it is that makes a player a title-winner.



Dia. 4



Dia. 5

Black 81 is a good move: it aims at both the white group at the top and the one in the centre. Black 91 is also severe. If White answers at 96, Black will descend at 94, and White won't be able to get an eye on the side here.

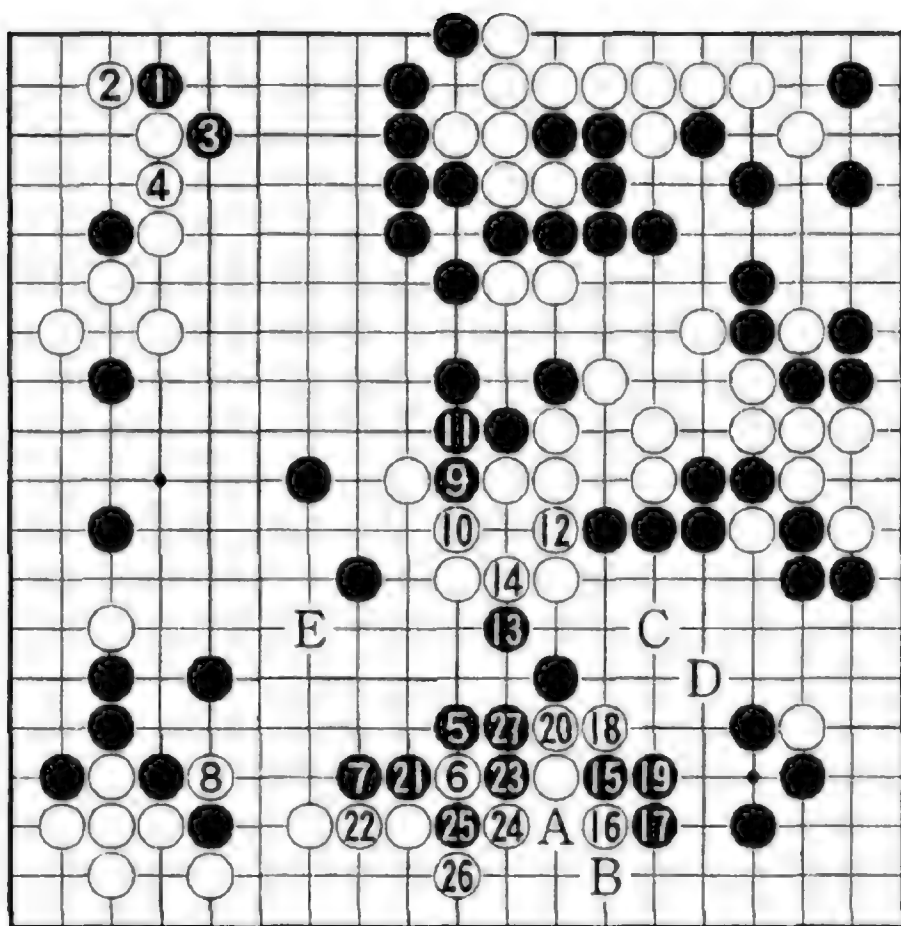
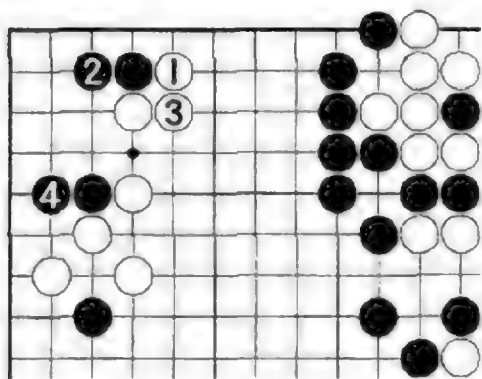


Figure 3 (101-127)



Dia. 6: can Black be killed?

Figure 3 (101-127). Nie's patient play

Black 1 is good style. I considered countering with 1 in *Dia. 6*, but I couldn't read it out. What on earth happens in the corner after Black descends at 4? Of course, this would be big if White could capture Black unconditionally, but if Black lived White would lose. Not being able to work it all out, I had to give up the idea of intercepting.

Apparently some players questioned Black's judgement in forcing with 5 and 7. There were all kinds of possibilities for Black here, beginning with attaching at A, so erasing this aji was dubious, they argued. However, the game is good for Black, and 5 and 7 exert pressure on the centre white group, so I don't think they are bad moves.

White 18 is an all-out move. If instead White connected at A, Black would pull back at 18 and gradually pull further ahead.

Even though Nie is leading, he doesn't show any impatience in trying to wind up the game. That's one element of his strength. For example, capturing a stone with Black A would be big. However, after White 24 and Black B, White

would attack with White C, Black D, White E, so the centre group would be endangered.

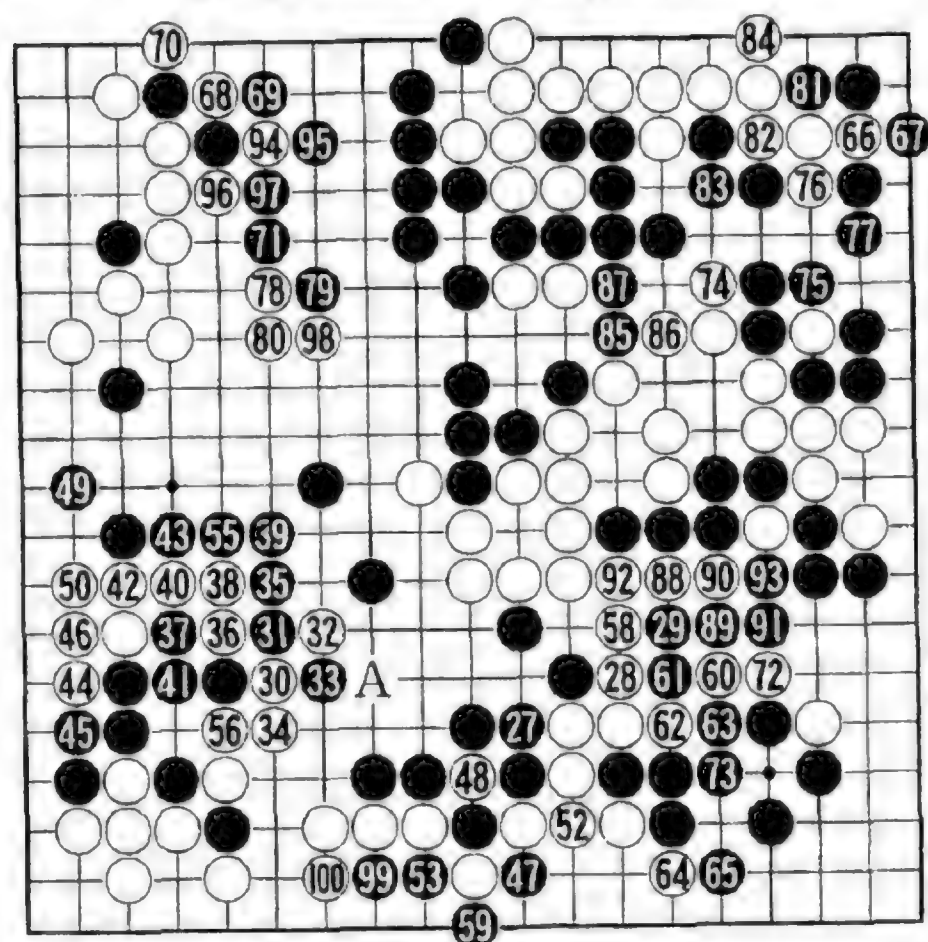
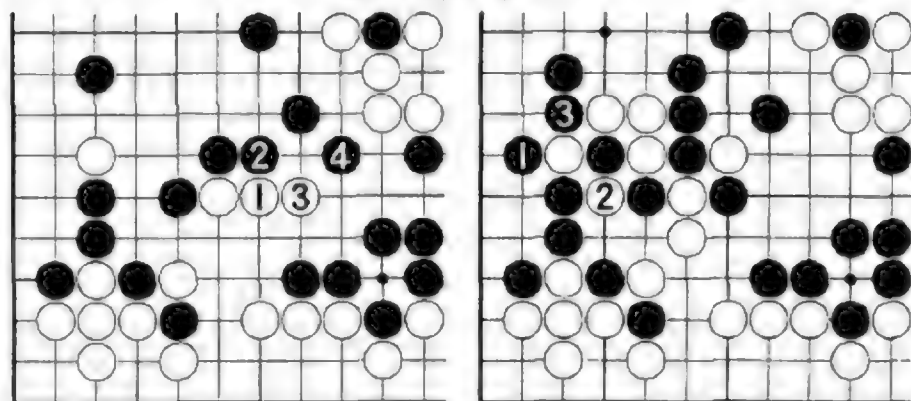


Figure 4 (127-200)

ko: 51, 54, 57



Dia. 7 Dia. 8

Figure 4 (127-200). Nie's mortifying oversight

The only chink Nie showed in his armour was Black 27. Nie himself may not have thought so, but I got the impression from this move that he was having trouble making up his mind. If he had played this move at A, he would probably have run away with the game.

White 30 is a do-or-die move. However, continuing with 32 at 1 in *Dia. 7* would lose the game, as Black easily links up with 2 and 4. This way White would have nothing left to aim at.

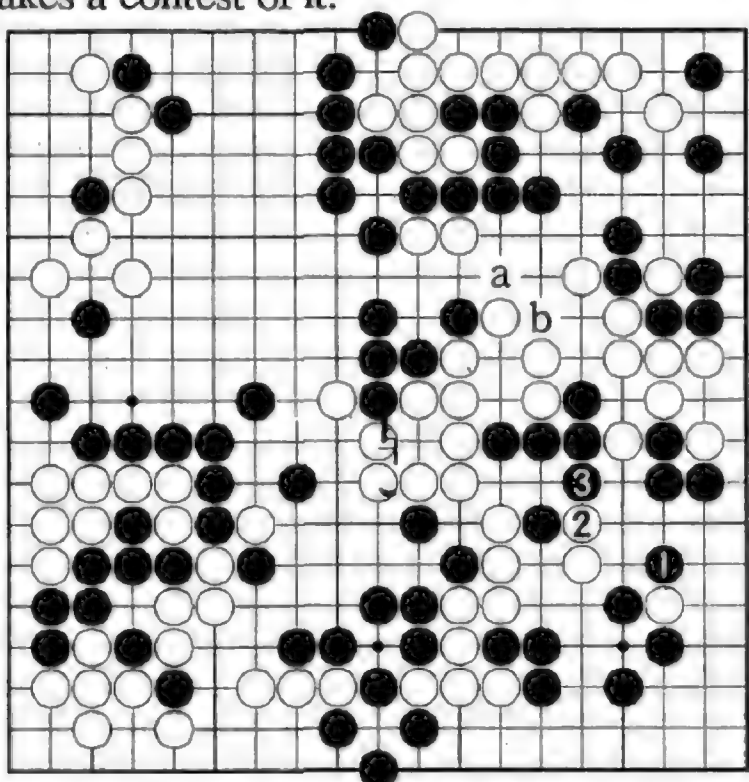
Black 41 is Nie's oversight. When White plays 44 and 46, he wins the semeai (capturing race) by one move. When I played these moves, I heard Nie mutter 'I've blown it' to himself in Japanese. [If you play go with Japanese you soon pick up the term *maitta*, which seems to describe your feelings most effectively when you've got yourself in bad trouble.]

Through leading for so much of the game, Nie had run into a kind of air pocket. Or perhaps

he had dismissed my cut at 32 as a desperation move played to set the scene for resignation. All Black had to do was to follow *Dia. 8*.

Black challenges White to a ko fight at the bottom and wins it, breaking up White's area here, but this is not enough to balance the books.

At this point Shiraishi and Qian (the latter was giving a public commentary on the game) concluded that the game was a win for White, but go is not such a simple game. Black still makes a contest of it.



Dia. 9: Black still has a chance

It is not until Black 61 that Black's disadvantage becomes irrevocable. As Nie himself pointed out later, he should have followed *Dia. 9*. This way the question of Black's centre squeeze would become a tricky problem; there would be

a strong possibility that White would have to make his second eye on the side, which would be painful. That is to say, Black would be able to play both 'a' and 'b', making a big difference from the game. In the game, White is able to play 86 because of Black's shortage of liberties below.

Capturing the stone at the top with 68 puts White in the lead. The end is in sight.

Figure 5 (201–284). *The end of a great winning streak*

In this figure Black doesn't get any chances to turn the game back in his favour. After winning 11 straight in the four Super Go series, Nie must have had a lot of regrets about this game.

White wins by 2 1/2 points.

Before I came to China I had heard from Yamashiro that the Super Go was the most popular tournament with Chinese fans, and the enthusiasm of my reception confirmed it. The fervour of Chinese fans was even greater than I had imagined.

The first surprise for me was when a patrol car escorted me to my hotel in Guangzhou City. This would be unthinkable in Japan. Not being used to this kind of treatment, I couldn't relax at first: I felt like a criminal. However, though I felt sorry for the cars forced to stop to let us through, I found that being treated like a VIP wasn't so



Hane receives the congratulations of the Japanese team captain, Takemiya Masaki.

unpleasant. The illusion started to take hold of me that I was someone important . . .

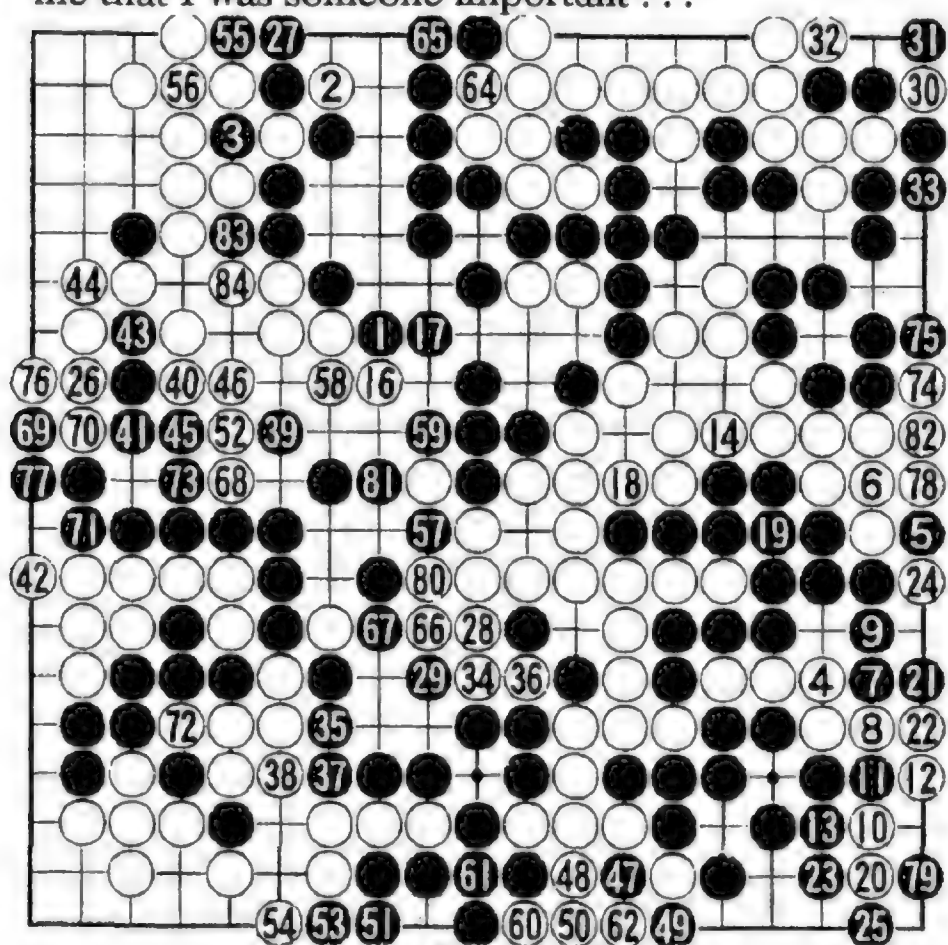


Figure 5 (201-284)

15: connects (right of 3); 63: connects (right of 47)

I was also surprised at the number of reporters. Nearly 100 reporters and cameramen covered the start of the game, and I was told newspapers from all over China were represented.

Apparently the game was telecast all over China, which testifies to the popularity of this series, as well as to Nie's standing with the general public. Also, a public commentary was given in a hall in another part of the hotel. I was astonished at the cost of admission: 30 yuan, which in terms of purchasing power is equivalent to ¥80,000 to ¥100,000 (\$560 to \$700). Tea and cakes were served, but even so that's more expensive than even the notoriously overpriced dinner shows in Japan. My personal reaction was that maybe I should have thanked individually every person who came to see the commentary. Actually, as a souvenir, I bought one of the tickets . . .

Immediately after the game Nie and I were asked to go to the commentary hall. The moment we entered the hall my eardrums were almost shattered by the applause and cheering. In the midst of this tumult, I was asked for my impressions of the game, but I was excited too and I hardly remember what I said. But it made me very happy to find people so crazy about go. 'Happy' is hardly the word: I felt an indescribable warmth welling up within me.

('Kido', Feb. 1989. Translated by John Power.)

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Michael Redmond: Challenging the Top

Going by the quality of his wins last year, Michael Redmond had his best year since becoming a professional. He played 14 games against 9-dans and succeeded in winning six of them. Most impressive was his final game of the year, a victory over the current Fujitsu world champion and holder of the Honinbo title, Takemiya Masaki. Takemiya is known as the foremost exponent of the sanren-sei (three star-point stones in a row) opening, yet Michael managed to defeat him when Takemiya was playing his favourite pattern. Just as impressive were a win over Hashimoto Shoji 9-dan of the Kansai Ki-in, a former title-holder, and a game with Sakata Eio, one of the top players in the whole history of go, which Michael lost by a bare half point. In between these top-level encounters, Michael also found time to earn promotion to 6-dan. This came in a game against Ogawa Tomoko 4-dan, played on 12 October.

In this issue, we would like to present the three games against 9-dans mentioned above. We hope that they will give a good idea of the progress Michael has made.

Redmond v. Takemiya

This game was played on 26 December, the last day of tournament play scheduled for 1988. At this time Takemiya was riding the crest of a wave: he had just defeated Cho Chikun 2-1 to become the Kisei challenger and he was playing so well that he made the remark that he felt he should be giving his opponents a handicap. With his final opponent of the year a 6-dan perhaps he expected to be able to coast the year out. Michael commented that at the beginning he didn't get the feeling that Takemiya was taking the game very seriously.

White: Michael Redmond 6-dan

Black: Takemiya Masaki Honinbo

Komi: 5 1/2; time: 4 hours each.

Played on 26 December 1988.

Figure 1 (1-41). *An unwary start by Takemiya*

Redmond's early invasion at 12 shows his positive approach to this game. There is nothing wrong with following *Dia. 1* instead, but it does let Black dictate the development of the game.

After 15, White of course aims at moving out at 34. The shape here is familiar, but usually it is one line higher, as in *Dia. 2*.



In 1988 Michael Redmond scored some of his most impressive wins to date, including a victory over the current world champion, Takemiya Honinbo. He also came within half a point of defeating the champion of champions, Sakata Eio, one of the greatest players ever. If he can perform like this consistently, his future is unbounded.

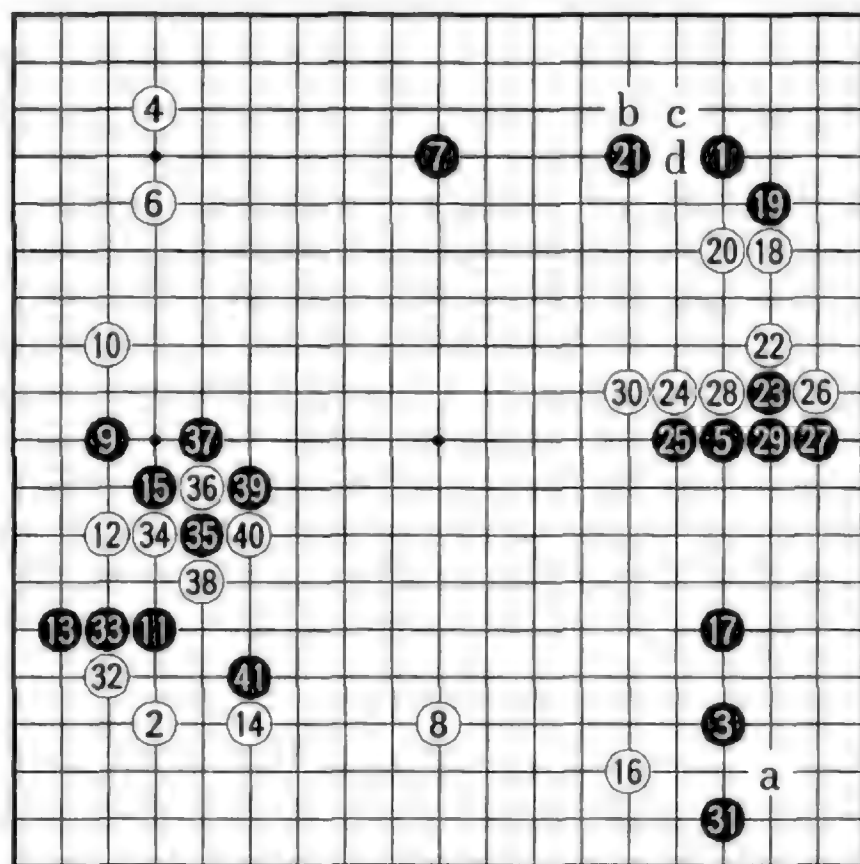
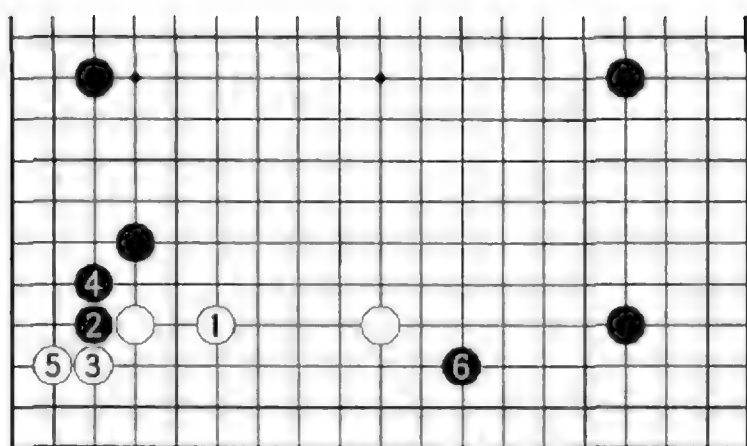
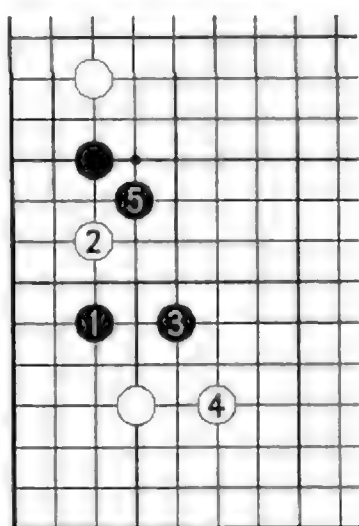


Figure 1 (1-41)



Dia. 1: letting Black dictate the pace



Dia. 2

Usually a difference of one line would be important, but here it doesn't seem to matter too much. Still, Redmond professed himself satisfied, because 'I got Takemiya to play on the second line.' [When Takemiya is giving a public commentary on a game, he is quick to criticize players who play on the second line.]

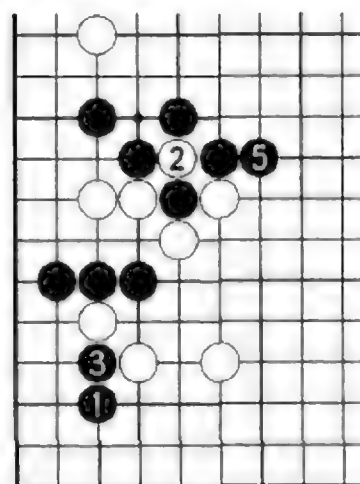
After White 18, the joseki sequence to 30 follows. Black 31, forestalling White 'a', then becomes the largest move on the board. Redmond: 'I had regrets about my play. I wondered if I should have played 18 on the other side, at 'b'.' After the game he asked Takemiya about this point, but didn't get an answer.

White 34. This is the only place that White can start a fight. He gives Black a ponnuki at 36, but when he ataris at 40, it becomes apparent that his attack is quite powerful. Perhaps Takemiya underestimated its forcefulness. He countered with 41, spending hardly any time on the move, but this was dubious. The conclusion reached after the game was that invading at the 3-3 point was the correct move.

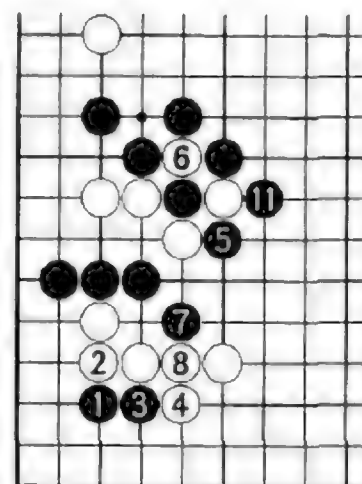
Dia. 3. If White answers Black 1 by taking the ko, then playing 3 as a ko threat would be reasonable. If White links the ko with 4, Black extends at 5 for an even result.

Dia. 4. If White counters with 2, Black starts the ko fight with 5, then ignores White's ko threat to capture at 11. In compensation, White would

most likely play successive moves at 'c' and 'd' in the figure. This result would also be reasonable for Black.



Dia. 3
4: connects



Dia. 4
9: ko; 10: ko threat

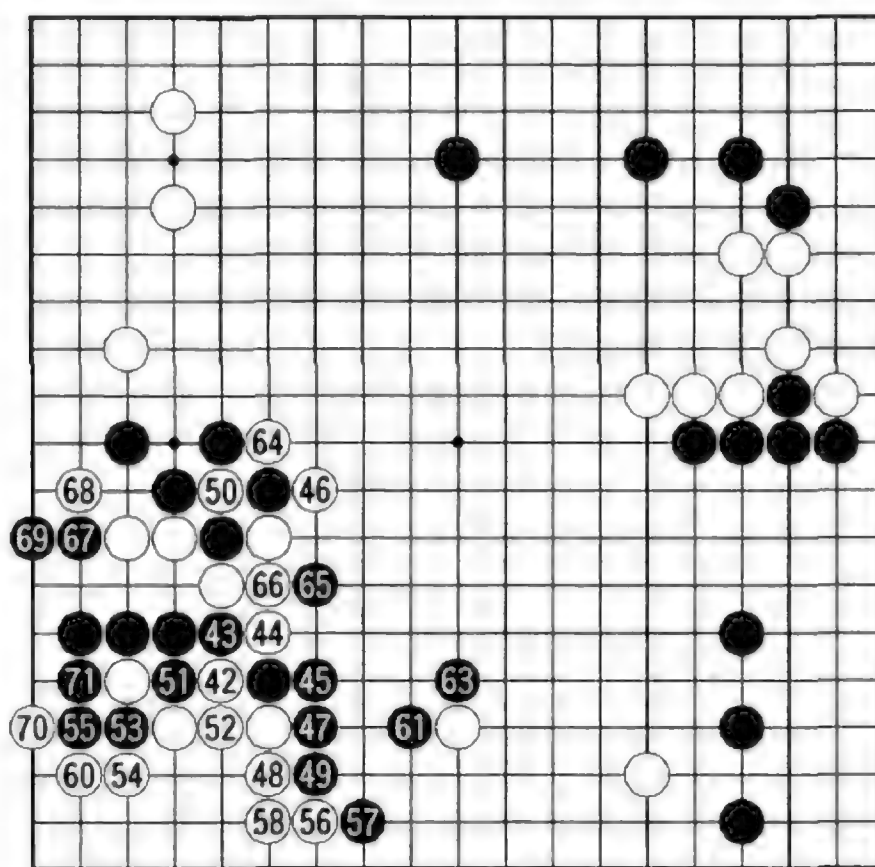


Figure 2 (42-71)
ko: 59, 62

Figure 2 (42-71). White takes the lead.

Black 51. It was at this point that Takemiya suddenly realized that he had got himself into trouble; in contrast to the total of 15 minutes he had used on his first 25 moves, he now slowed down, taking 42 minutes before committing himself to 51. Apparently he had been planning to invade at the 3-3 point with 51, but he now realized that that would be bad. Changing course, he sought life for his group with 51 and 53.

When White lives in the corner with 60, cutting at 1 in *Dia. 5* (page 47) is unreasonable. White ignores Black's ko threat at 3 and makes a ponnuki at 4; if then Black 5, White cuts at 6, and Black collapses. What's more, White has the aji of White 'a', Black 'b', White 'c' in the corner.

Black therefore has no choice but to switch to 61 and 63, letting White win the ko with 64. After

Some Statistics from Michael Redmond's Career

Below is a look at some of the statistics of Michael Redmond's career to date, beginning with his record against 9-dans.

Challenging the 9-dans

1984

1. 30 August (then 4-dan): lost to Kada Katsuji (resigned), Oza, Round 2.

1985

2. 1 May: lost to Kojima Takaho (by 12 1/2 points), Oza, Round 2.

1986

3. 2 October: beat Kojima Takaho (3 1/2 points), Gosei, Round 2. (GW46)

4. 9 October: beat Kada Katsuji (resigned), Judan, Round 2.

5. 28 November: lost to Iwata Tatsuaki (resigned), Gosei, Round 2.

1987

6. 9 April: lost to Otake (resigned), Judan, Round 3 (see GW50).

7. 4 June: lost to Sato Masaharu (5 1/2 points), Gosei, prelim. round.

1988

8. 18 February: beat Sakakibara Shoji (18 1/2 points), Meijin, Round 2.

9. 25 February: beat Kiyonari Tetsuya (4 1/2 points), Judan, Round 3. (GW52) (This was the last game in a 14-game winning streak that began in Sept. 1987.)

10. 3 March: lost to Sonoda Yuichi (4 1/2 points), Tengen, main round.

11. 17 March: lost to Ishida Akira (5 1/2 points), Honinbo, Round 2.

12. 28 April: lost to Sato Masaharu (resigned), Meijin, Round 2.

13. 26 May: lost to Hasegawa Sunao (resigned), Judan, main tournament.

14. 9 June: lost to Sakai Takeshi (resigned), Oza, Round 2.

15. 30 June: beat Hashimoto Shoji (1/2 point), Judan, main tournament, losers' section.

16. 21 July: beat Kada Katsuji (1 1/2 points), Gosei prelim. round.

17. 21 August: lost to Nie Weiping (resigned), Ing World Championship.

18. 6 October: beat Yamabe Toshiro (resigned), Tengen, Round 2.

19. 11 November: lost to Sakata Eio (1/2 point), Judan, main tournament, losers' section.

20. 1 December: lost to Ishii Mamoru (resigned), Meijin, Round 2.

21. 26 December: beat Takemiya Honinbo (1 1/2 points), Gosei, main tournament.

1989

22. 26 January: lost to Hane Yasumasa (resigned), Gosei, main tournament.

23. 9 February: lost to Kudo Norio (1 1/2 points), Tengen, main tournament.

24. 23 March, lost to Otake Hideo (resigned), Judan, Round 3.

25. 20 April, beat Tozawa Akinobu (resigned), Oza, Round 2.

Michael's record to date is 9 wins to 16 losses, which is reasonable. His results in 1988 look better, with 6 wins to 8 losses; the most significant point, of course, is that he is doing well enough these days to run into 9-dans so often. Last year more than a third of his opponents were 9-dans; the experience of top-level competition is the only way to reach the top yourself.

Career Record

1981: 14 wins, 6 losses, 1 jigo. Promoted to 2-dan in November.

1982: 15-2

1983: 20-10. Promoted to 3-dan.

1984: 23-5. Promoted to 4-dan. Won section 2 of the Oteai (rating tournament) with 8-0 record.

1985: 23-9-1 jigo. Promoted to 5-dan. Won the 9th Ryuen Cup (a small private tournament).

1986: 16-12

1987: 21-8

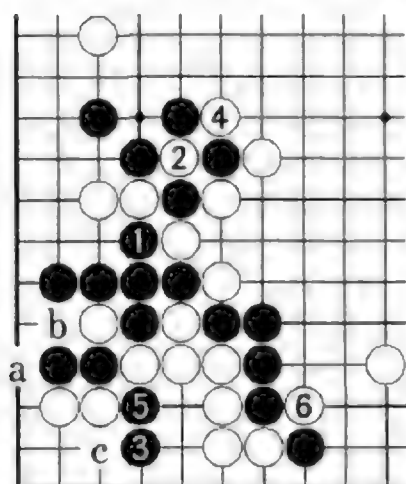
1988: 21-17. Promoted to 6-dan.

Record to date: 153-69-2. Winning percentage: 68%.

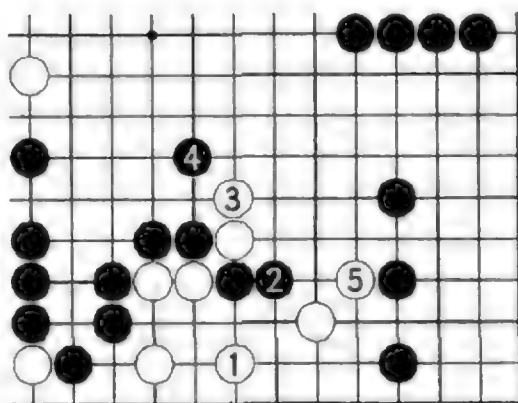
1989 (to 7 July): 8-5

that, Black has to seek life with his group on the side.

The result to 71 is clearly favourable for White. He has built up a winning position.



Dia. 5



Dia. 6

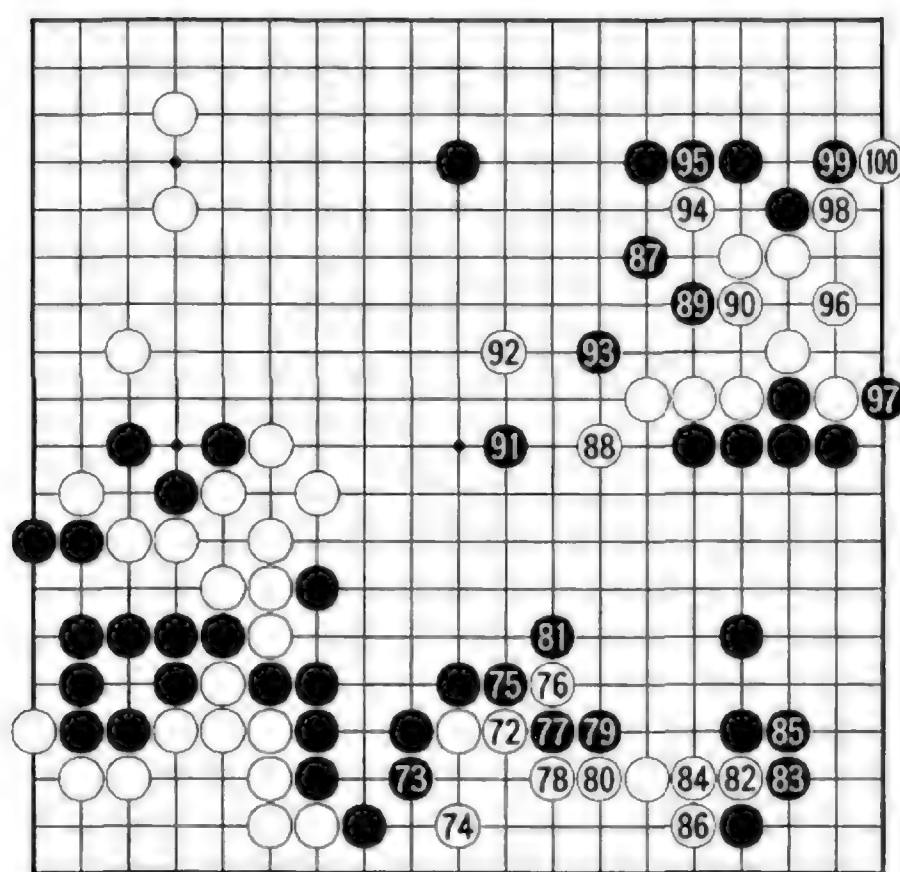
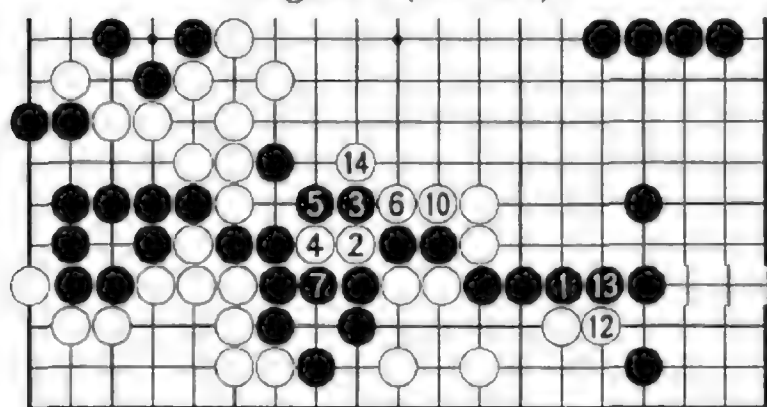


Figure 3 (72-100)



Dia. 7

8: at 2; 9: at 4; 11: connects

Figure 3 (72-100). *Missing a decisive blow*

White 72. When White plays here, his prospects of living at the bottom look good, and that is all that is needed to confirm his lead. After the sequence to 80, White 82 is a natural yet very effective tesuji. Black can't answer at 84, of course, as White will atari on top, then capture his two stones to the left. This sequence therefore easily secures life and so appears good for White,

but after the game Michael lamented that he had missed a move that would have decided the game. The move is 1 in *Dia. 6*. White 5 will secure a much more favourable result than in the game. If White uses 4 to extend at 1 in *Dia. 7*, White counters with a large-scale squeeze on the outside, and Black collapses. Michael criticized the lack of rigorousness in his attitude: he had read out this sequence but hesitated to play it.

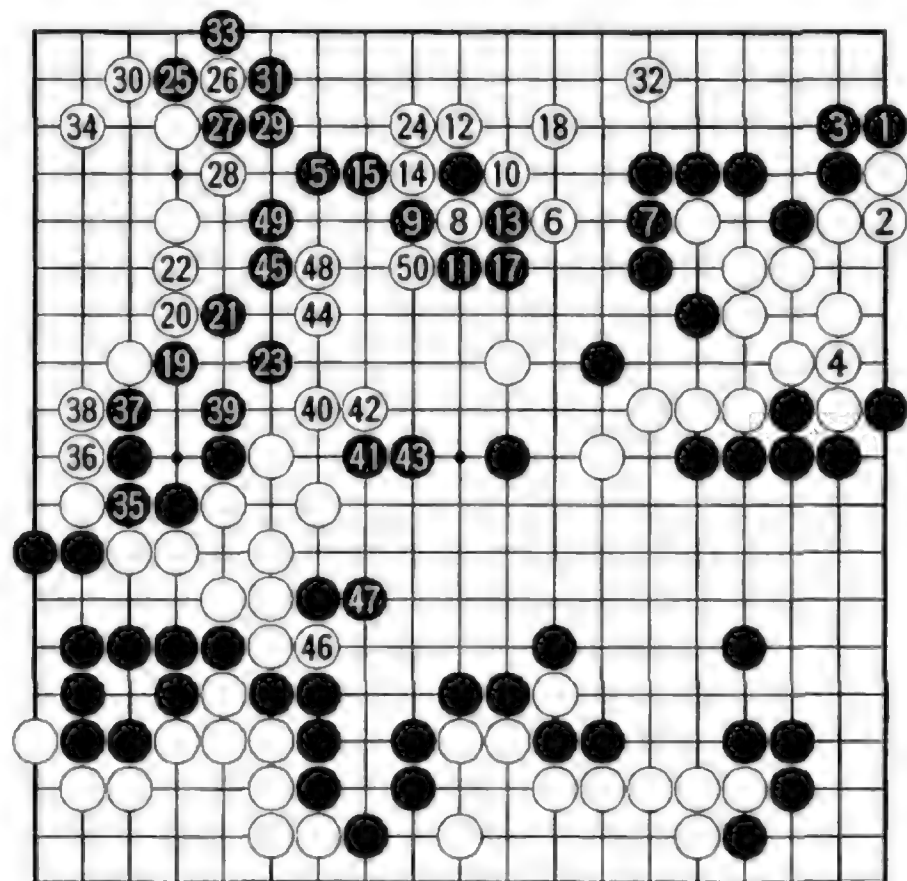


Figure 4 (101-150)

16: ko

Figure 4 (101-150). *White gets a weak group.*

White 6. Surrounding his moyo with 48 would be quite good enough, but Michael sets out to lay waste to Black's territory. 'I'm the envious type,' he commented. For the second time in this game, he ataris after giving the opponent a ponnuki. White gets sabaki at the top, but as compensation Black moves out with 19.

White 36 surprised the people in the pressroom following the game, who thought reinforcing in the centre instead was advisable, but Michael disagreed, commenting: 'The loss from not playing 36 and 38 would be unbearable.' He was confident he could look after his centre group. He had the aji of the cut at White 50 to help him.

Figure 5 (151-200). *Black can't start the ko.*

White 54. This sente move is very painful for Black.

White 58 more or less secures a connection. The solid connection of Black 59 seemed to take Michael by surprise, but he secured himself with

60. Black could cut with 'a', White 98, Black 'b', White 'c', Black 'd', playing the ko at 'f' after White 'e', but this would be a risky fight for Black, as his own group in the top right would die if he lost the ko. In practice, he can't take the chance.

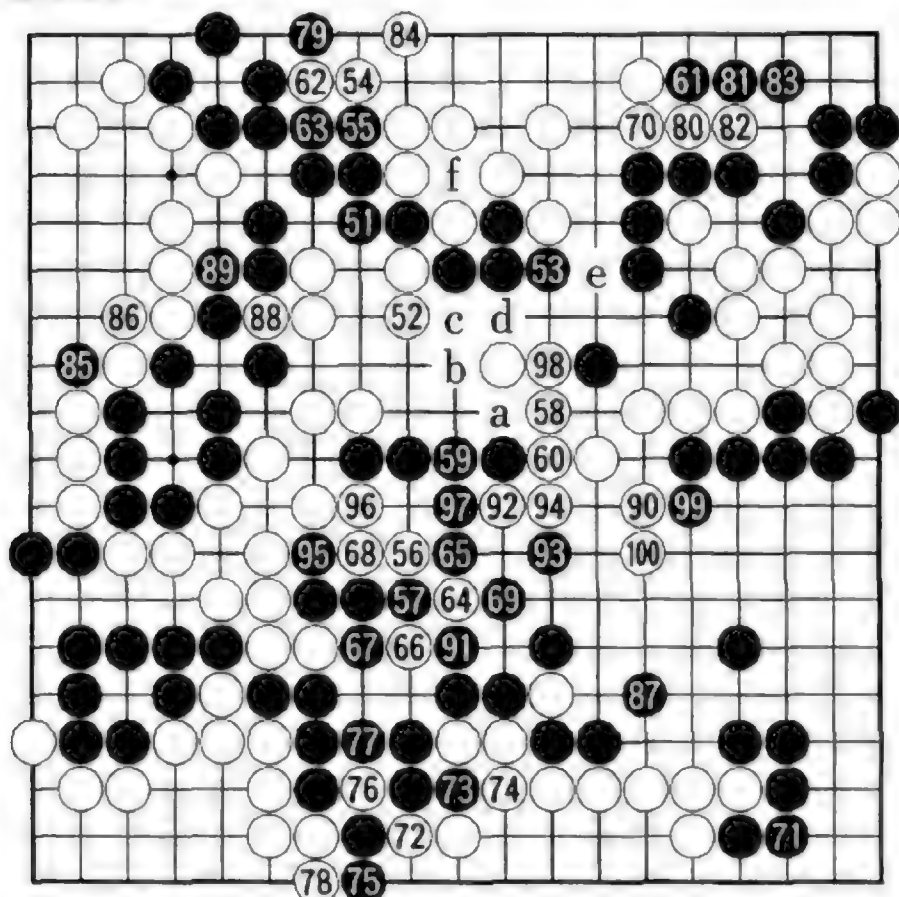
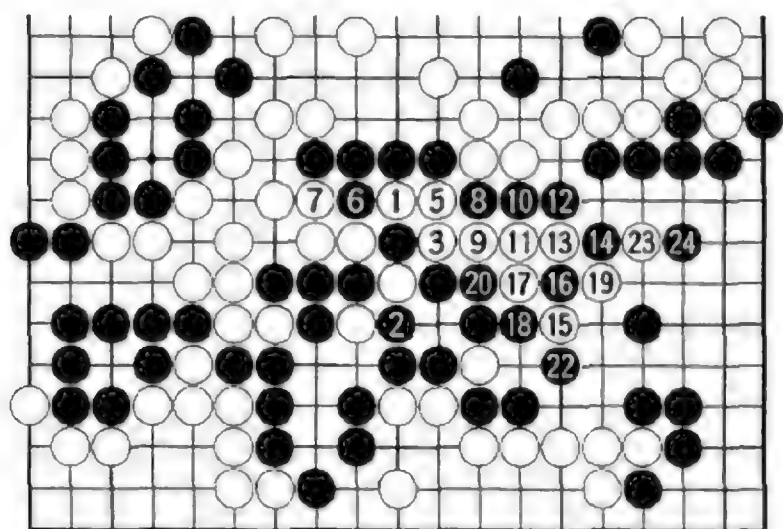


Figure 5 (151-200)



Dia. 8

4, 21: connect

White 64 loses points. After 68 White 95 may be sente, but all White gets here is one eye in gote, so it is not worth the sacrifice. Perhaps White made a misreading here, thinking that he could capture the centre black stones with 1 in Dia. 8, but this doesn't work. After 7, Black has four liberties, but when Black cuts at 8 there is no way that White can get more than three.

However, White does gain something later by being able to play 90 in sente, threatening the cut in Dia. 8. Takemiya commented that this was a good move.

White 98 is a declaration of victory. If White were behind, he would probably play elsewhere and be prepared to fight the ko.

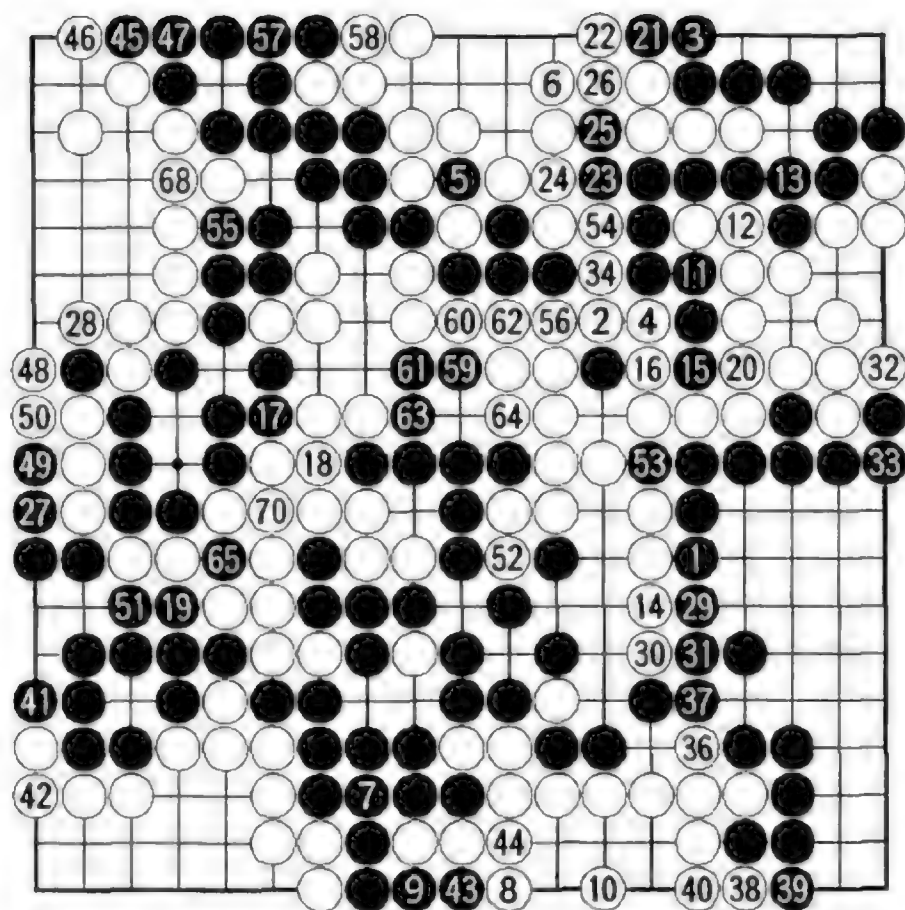


Figure 6 (201-271)

35: connects (below 5); 66: retakes; 67: atari (above 51); 69: ko; 71: connects (left of 65)

Figure 6 (201-271). White manages to pull it off.

Kudo Norio, Director of the Overseas Department, was overheard to say, 'I don't see how Takemiya, in the form he's in these days, could lose to Redmond.' Perhaps Kudo 9-dan got a better appreciation of Michael's strength when he himself faced him early in 1989. Michael took an early lead and it was only by hanging on grimly that Kudo managed to upset it in the latter part of the game and win by the same margin by which Takemiya lost. Even if Takemiya did have an off-day when he lost to Michael, that doesn't take any credit away from Michael: at any time Takemiya is a formidable opponent.

This was undoubtedly the biggest win of Michael's career to date, but he didn't feel that it was his best game. To begin with, he had the feeling at the start that Takemiya wasn't taking the game very seriously (against a 6-dan he probably expected to win without trying). For his part, Michael played the endgame badly, losing five or six points and turning a comfortable win into a close game. The redeeming feature is that he played the middle game well: he held his own even after Takemiya started to play hard.

White wins by 1 1/2 points.

The next game, against Sakata, was one of the most important games Michael played last year. If he had won, he would have been seeded into

the final section of the next Judan tournament. The prestige of playing in the final round of the Judan tournament is just one level below playing in one of the leagues or in the final section of the Kisei title. Every year only 16 players win their way through to the final section. They then start out in the winners' section, but they get a second chance, because if a player loses a game, he moves across to the parallel losers' section (refer to the chart in GW45, page 6, to see how the system works). A second loss eliminates him for that year, but a player only has to win two games to retain his place in the final section for the following year (only four out of the 16 lose their places). Michael was rubbing shoulders with the elite of the go world: apart from Cho Judan, all the title-holders (Kato, Kobayashi Koichi, Takemiya) and such former title-holders as Ishida Yoshio and Hashimoto Shoji were among the 16 contenders.

Redmond v. Sakata

White: Michael Redmond 6-dan

Black: Sakata Eio, Hon. Honinbo

Played on 10 November 1988.

Komi 5 1/2; time: 5 hours each.

Commentary by Ohira Shuzo 9-dan.

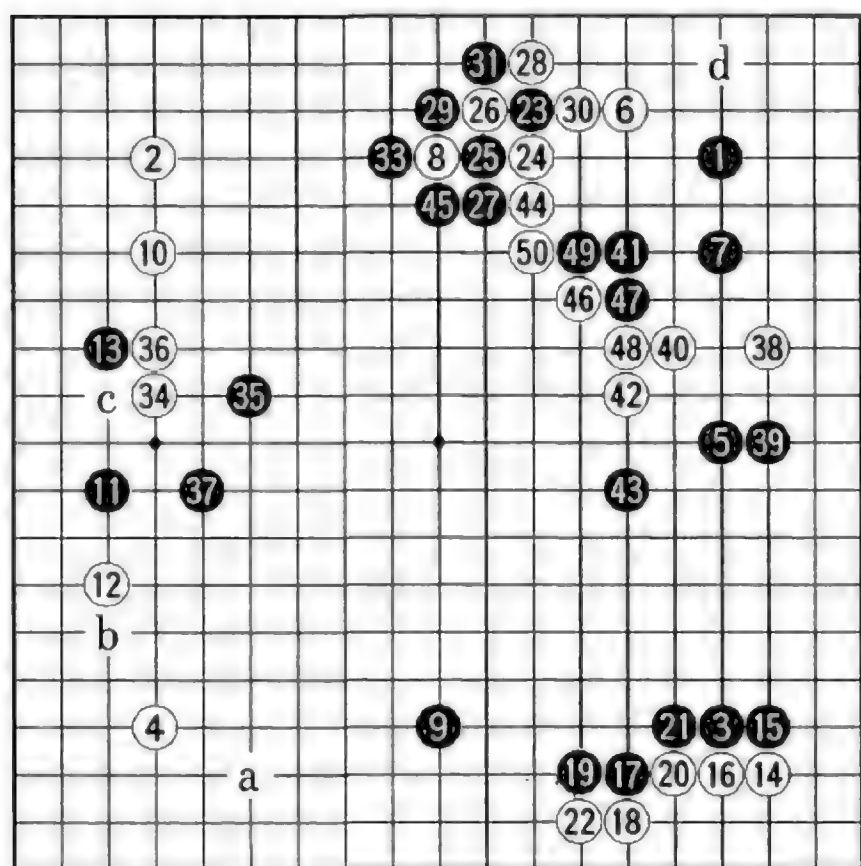


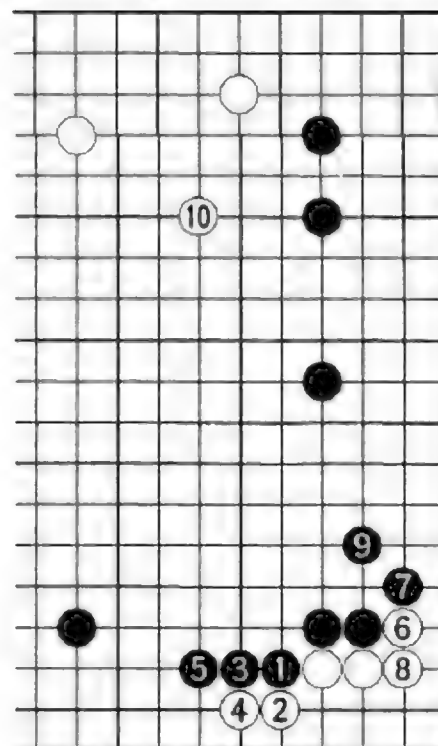
Figure 1 (1-50)
32: connects

Figure 1 (1-50). A satisfactory start for White.

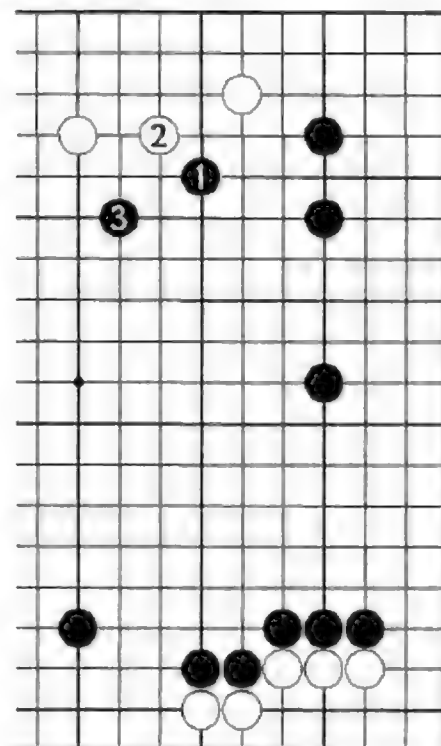
Black 1, 3, 5. Sakata doesn't often play the sanren-sei.

White 10 is a good move. If Black plays 'a'

next, then White 'b' will make good balance on the left side. For that reason, Black prefers to break open the side with 11 and 13.



Dia. 1

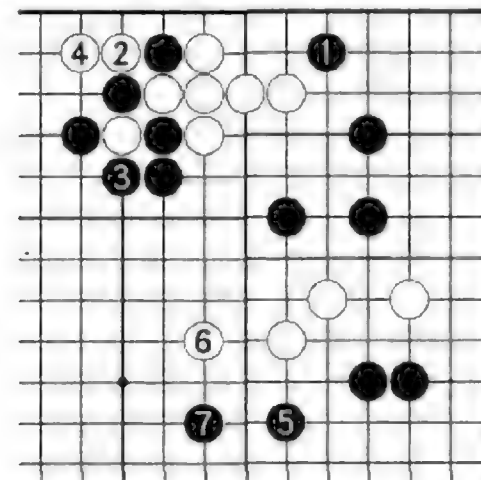


Dia. 2

The aim of Black 17 is to take sente. If Black plays the usual joseki in *Dia. 1*, he will end in gote, letting White switch to 10. This was a prospect Sakata didn't relish.

Black 23 is Sakata style. A moyo player would follow *Dia. 2*. Expanding the moyo with 1 and 3 is certainly the conventional approach with the sanren-sei.

One reason for preferring *Dia. 2* is that after the exchange to 33, White 34 becomes an excellent ladder block. Sakata apparently agreed, because he wasn't satisfied simply to exchange Black 45 for White 'c' (after which Black could seal White in at the top with Black 50, White 'd'). Alternatively, Ohira suggested, Black could exchange 45 for White 'c', then attack at 'd', which would probably deny White the chance to invade at 38. In his view, Black's play is just setting up one good point after another (34, 38) for White.



Dia. 3: better for Black

Black 43. Sakata regretted not first strengthening his corner with 1 in *Dia. 3*. This does give White 2 and 4, but then Black 5 works better.

White seals Black into the corner with 44 and 46. Black's problem now is not just to live but also to prevent the two white groups from linking up. The counterattack with 47 is natural.

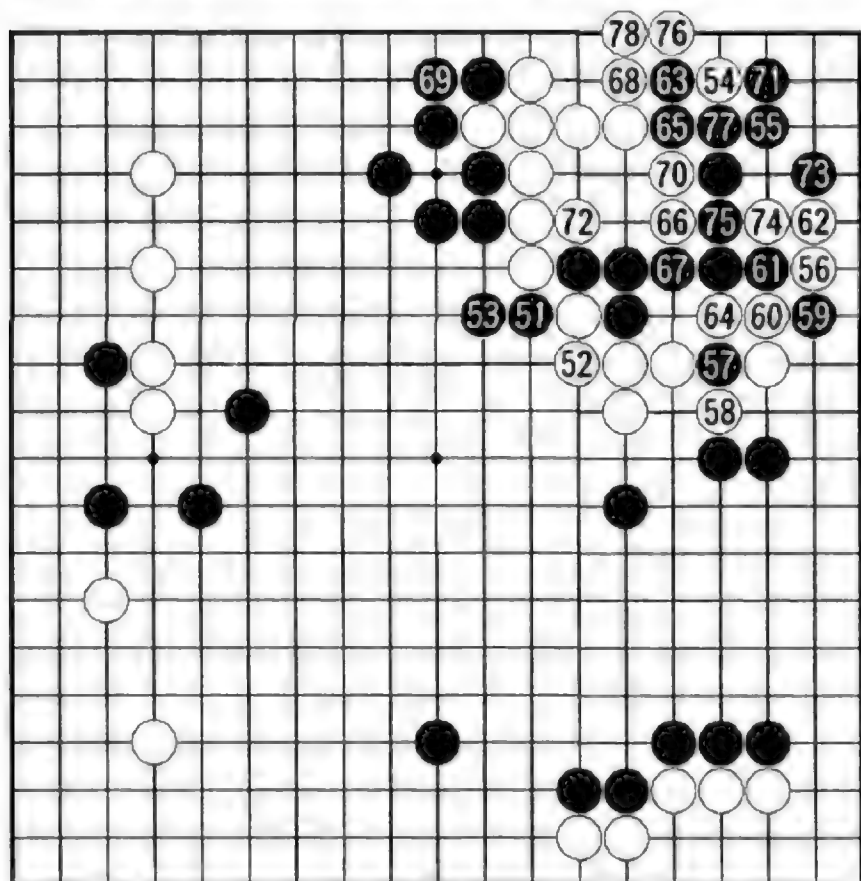
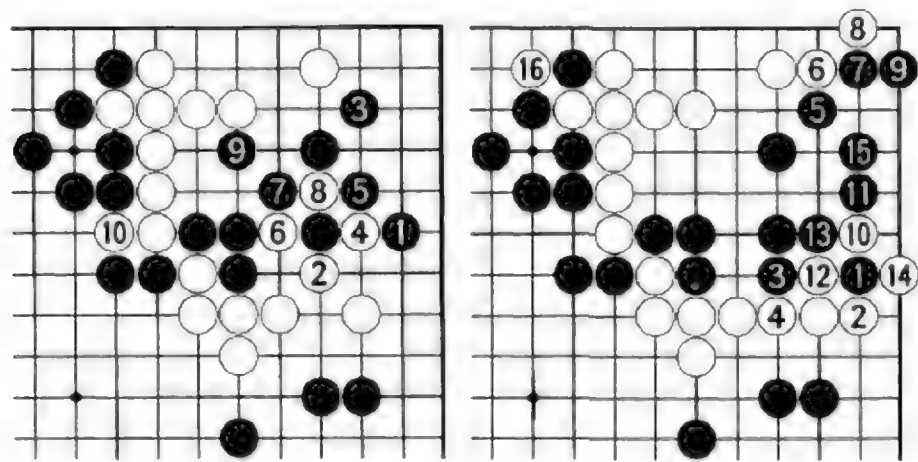


Figure 2 (51-78)



Dia. 4: good for White

Dia. 5: helping White

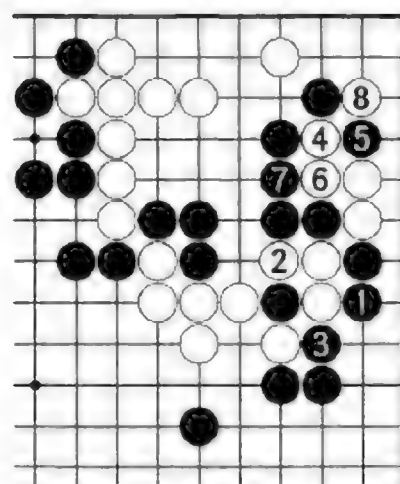
Figure 2 (51-78). Sakata has to call on his *shinogi* skill.

Black 55. Sakata commented that he was very tempted to play 1 in *Dia. 4*, but he was worried that White might force a ko with 2 to 6. White has nasty ko threats, beginning with 10. If living were his only consideration, Black could follow *Dia. 5*, but making White thick on the outside like this would be bad.

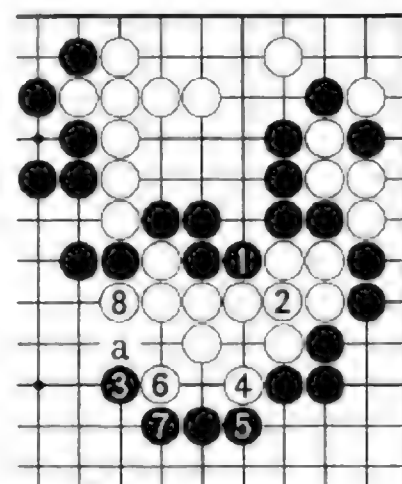
When White slid into the corner with 56, Sakata seemed to realize for the first time that he had a really tough game on his hands. Michael could tell the difference in his attitude: he changed his posture and started thinking hard. Until then he had been playing quite fast: he used only 23 minutes up to 43, then slowed down a little when the fight at the top started, but still he had used only one hour 35 minutes up to 55.

Black has to be very careful how he answers 56: one mistake and the whole group will die. Sakata spent 52 minutes on the move and, being Sakata, he came up with the best *shinogi* move (move for rescuing a group). His wedge in at 57 is perfectly timed.

Michael in turn took his time answering, investing 30 minutes on 58. Black 59 and 61 are the best continuation. Black then plays 63, the move for which 57 prepared the way. Instead of 63, the move that might first occur to one is 1 in *Dia. 6*, but after 2 to 8 —



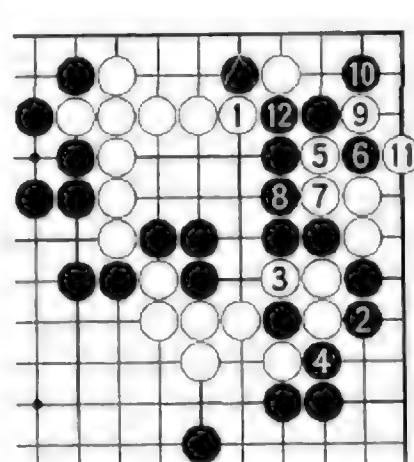
Dia. 6



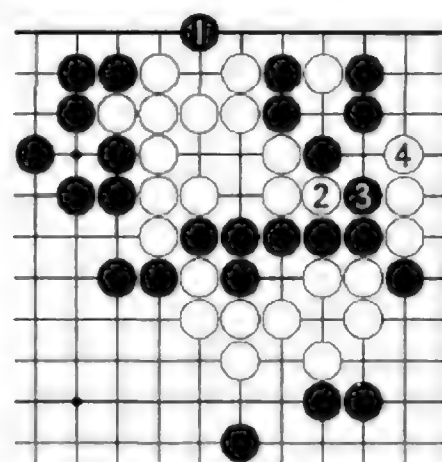
Dia. 7

Dia. 7. Attempting to seal White in with 3 does not work. White 8 ensures White of escaping or securing two eyes (however Black tries to seal White in, White 'a' will be a double threat).

White 64. The meaning of 63 will become clear if White tries to intercept it with 1 in *Dia. 8*. After the continuation to 12, the marked black stone will be in just the right place for Black to win the *semeai* (capturing race). For that reason, White captures at 64, so both sides live up to 78. Note that Black would lose the *semeai* if he attacked at 1 in *Dia. 9* instead of 73. White quickly reduces Black's liberties with 2 and 4.



Dia. 8



Dia. 9

Sakata's group may have lived, but he was far from happy with this result. 'This was terrible,' he grumbled after the game. Michael had got off to a good start.

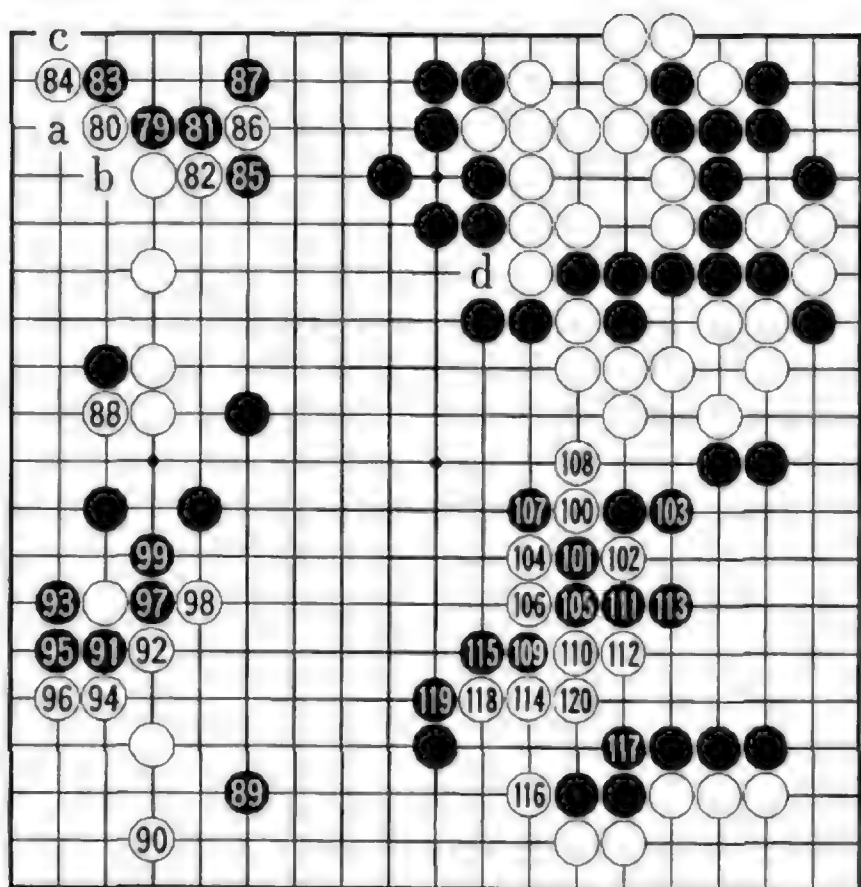
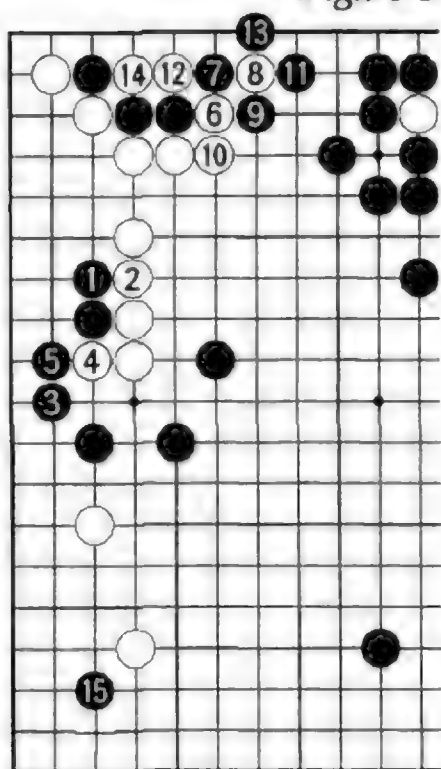
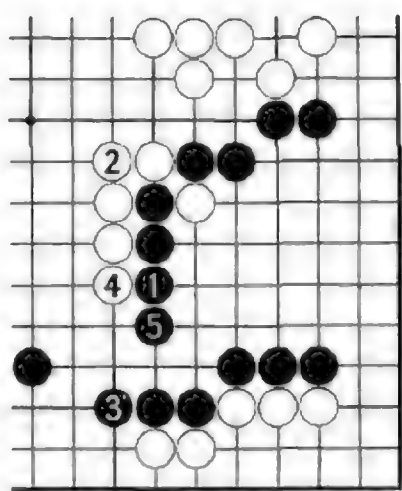


Figure 3 (79-120)



Dia. 10



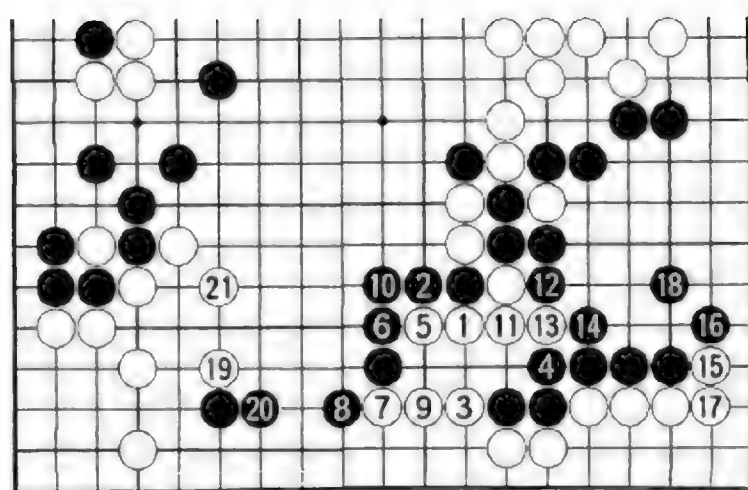
Dia. 11

Figure 3 (79-120). Redmond misses a chance.

White 82 is the fighting move. Descending at 83 instead would let Black build thickness with Black 82.

Black 85. If Black captures the stone on the side with 'a', White 'b', Black 'c', his position will be thin after White hanes at 86. White 'd' would then be a severe threat.

White 88 secures a lot of profit. Kobayashi Koichi, who was going over the game with Yamabe in the pressroom, advocated playing 85 at 1 in *Dia. 10*. If White plays 6 and 8, Black compromises with 11 and 13. Ohira: 'I see. Black 1 is not the kind of move that readily occurs to one. This is Kobayashi's strong point. Black gets to invade at 15, for a better result than in the game.' In contrast, Black has to be content with 89 and 91 because of the weakness of his left-side group.



Dia. 12

Black 107 is an overplay. Sakata regretted not playing the simple variation in *Dia. 11*. However, Michael went wrong with his atari at 112.

Ohira: 'The atari of 112 was terrible.' White should simply play 1 to 7 in *Dia. 12*. This would make a big difference at the bottom. In the game, White reduces Black's right-side territory an extra six points, but Black's bottom area swells up with 21 and 23 in the next figure.

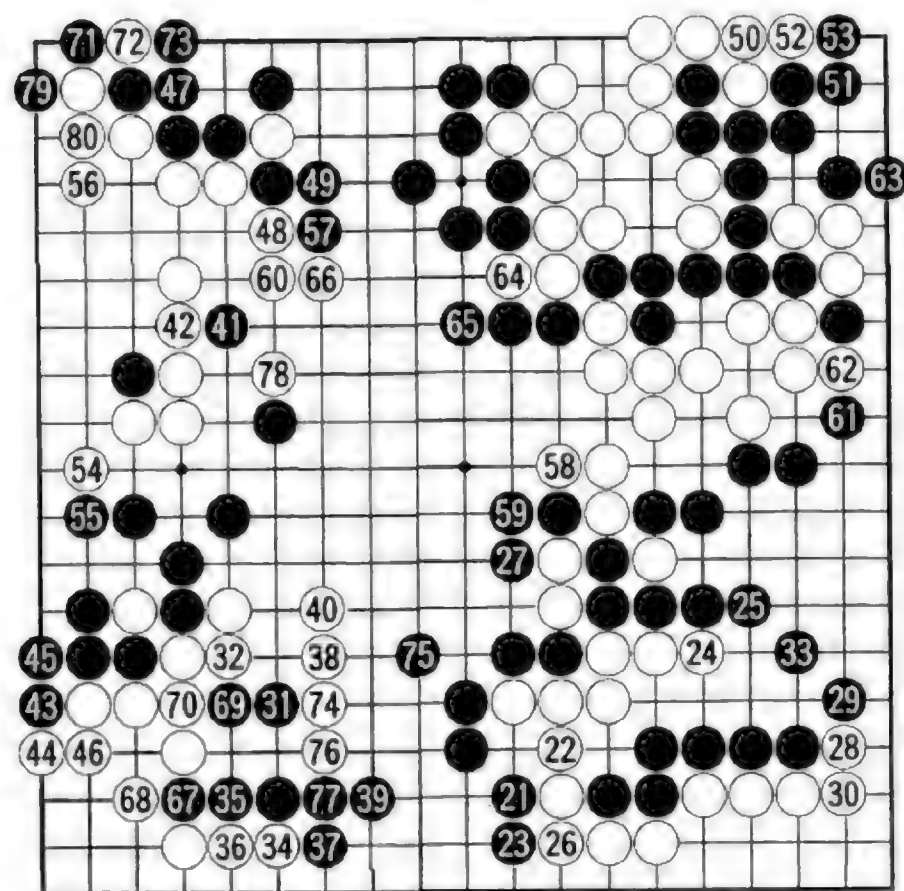


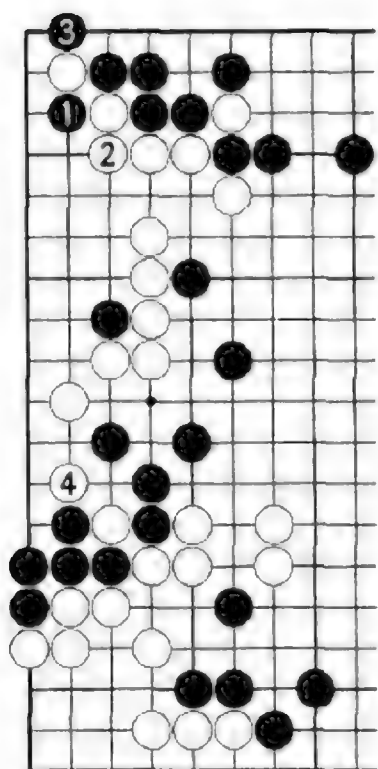
Figure 4 (121-180)

Figure 4 (121-180). Start of a long and difficult endgame

White 34 is an astute move: Black 36 would be big. Black 35 is also a flexible move: if at 37 immediately, White 35 would be good.

White 40 concluded the middle game. Ohira: 'If White had followed *Dia. 12*, he would have been doing well.'

Black 55. Sakata: 'It looks as if Black can't tenuki here.' Black would like to play 1 in *Dia. 13* (next page), but the black group would be eyeless after White 4 and this would make Black thin all over the board.



Dia. 13

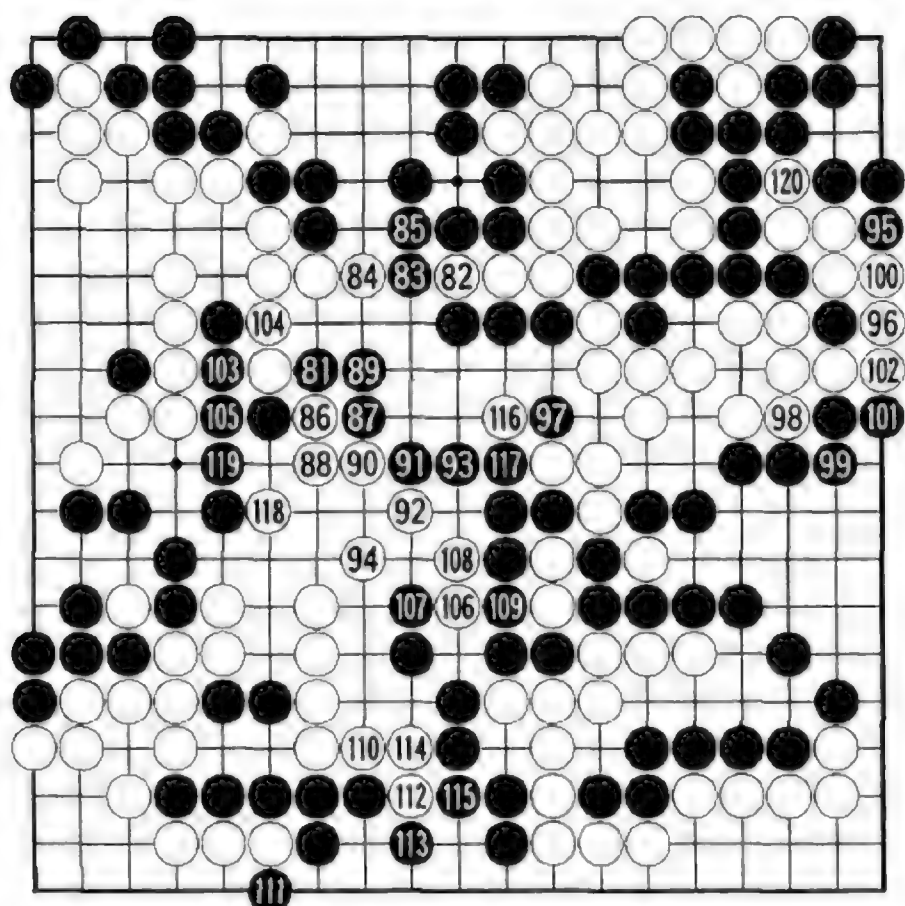
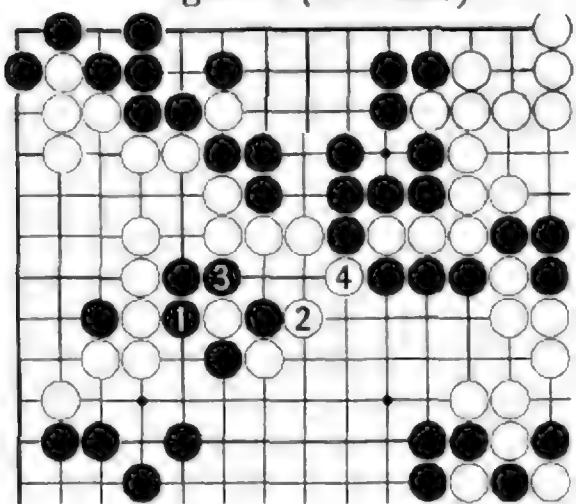


Figure 6 (181-220)



Dia. 14

Figure 6 (181-220). No slips

Black 89 is an important point. If Black carelessly plays at 1 in *Dia. 14*, White counters with 2 and 4.

White 94. Michael entered byo-yomi. Sakata had speeded up after Figure 2 and finished the game with one hour 27 minutes to spare. He, of

course, has immense experience in this kind of amorphous endgame.

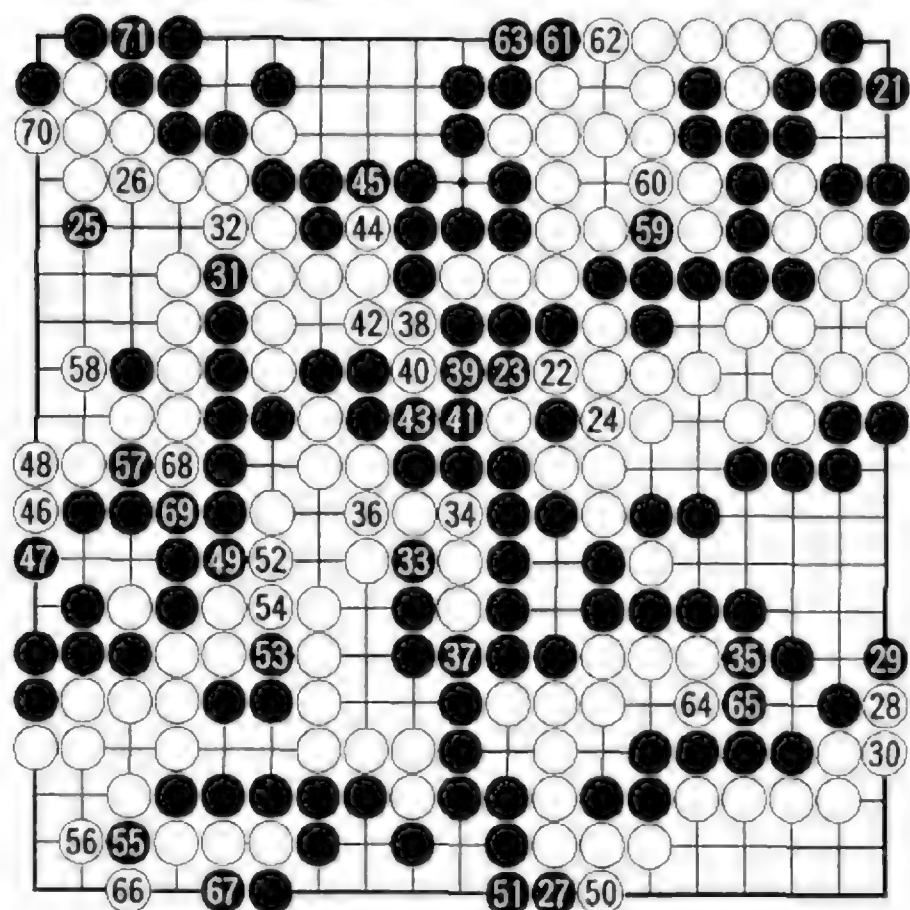


Figure 7 (221-271)

Each side connects ko.

Figure 7 (221-271). A large half point

Apparently White was not given any opportunity to catch up with Black in this and the previous figure, so in that sense the half-point margin was a big one. Michael commented that this was a particularly difficult game for him, because the endgame started early with a lot of centre area open and he had no idea of the best way to play there. In this kind of game it's hard to know what to focus on.

Black wins by 1/2 point.

Analysing his own game, the only area where Michael professes himself even moderately satisfied is the middle game. He says that in the opening his reading and assessment of the overall position are behind that of the top young players. In other words, what they feel intuitively, because they started so young, he has to work out analytically. Also, he still has trouble with the endgame, though he has got better at it recently. He comments that he needs to leave himself 90 minutes (in a six-hour game) to be able to play a reasonable endgame.

Michael has started off well in the race for 7-dan, having won all five oteai games he's played since his promotion to 6-dan, but these days winning in the newspaper tournaments is more important to him than the oteai. His main aim is to get into the third preliminary rounds of the big

tournaments, where you run into the top players. Also, since the oteai games are the sole remaining no-komi games, they feel strange, like a different game. Michael thinks that the time has come to use komi in the oteai.

As far as money goes, the higher your dan the higher the game fee, but if you get into the third round, this is irrelevant, as the fees there are the same for all players. In any case, Michael's not in it for the money. Most pros do a lot of teaching to make ends meet, but he prefers to concentrate on studying go. He teaches only four or five times a month (he has one company club that he visits regularly and he sometimes teaches at Kobayashi Chizu's club at the New Otani Hotel). Being a bachelor, he can get by on his tournament earnings.

Of all his games against 9-dans so far, Michael is proudest of his win over Hashimoto Shoji. It was a hard-fought game and Shoji played very seriously right from the start, so he really had to earn his win. We would like to present this game next, though we should note that it's not an easy game to understand. Still, we hope that the reader will find it entertaining and instructive.

Redmond v. Hashimoto Shoji

White: Michael Redmond 5-dan

Black: Hashimoto Shoji 9-dan

Played at the Kansai Ki-in in Osaka on 30 June 1988.

Commentary by Morino Setsuo 9-dan.

This was Michael's first game in the losers' section of the Judan tournament. His opponent, Hashimoto Shoji, is the leading Kansai Ki-in player after its founder, Hashimoto Utau (no relation). He won the Judan title in 1974. He had played in the main section of all 27 Judan titles (except, of course, for the year he held the title), which is a record only equalled by Sakata. This loss to Michael eliminated him, so to stop Sakata getting ahead of him he will have to win his way back in again.

Figure 1 (1-50). A difference of opinion

White 8 is unusual. When White wants to avoid a fight on the right side, in Black's sphere of influence, he usually switches to 1 and 3 in *Dia. 1*.

Black 25 is a turning point. There were two opinions among Hashimoto's fellow professionals

about the result to 31. One was that it was satisfactory for Black and gave him a reasonable game.

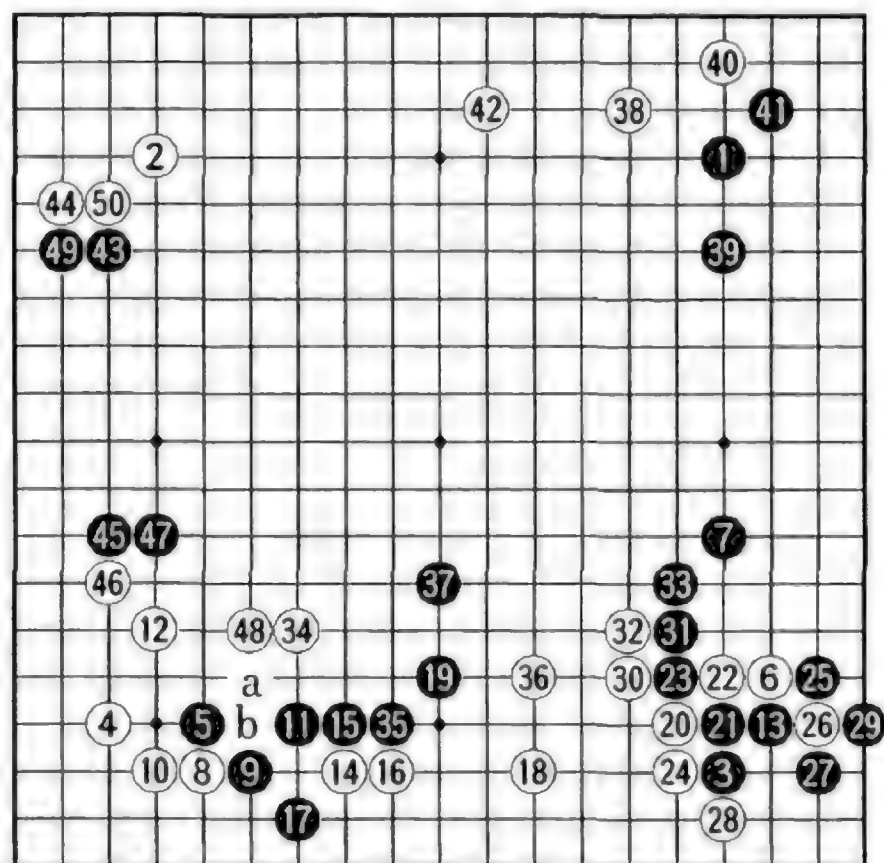
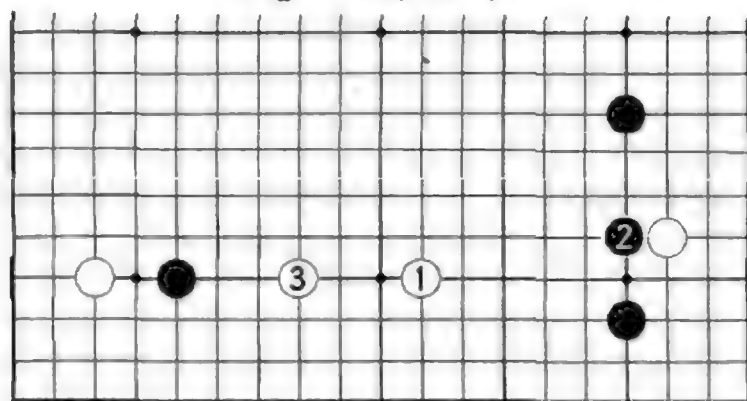
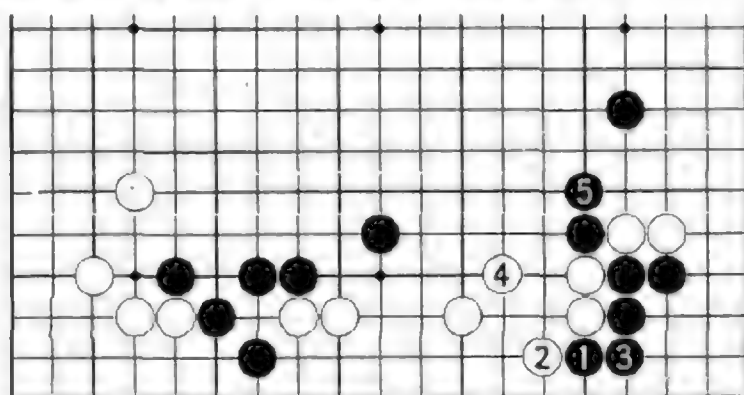


Figure 1 (1-50)



Dia. 1

The other was that White had done well in settling his group and that Black should have followed *Dia. 2* with 25. Hashimoto later agreed with the latter opinion, commenting that his play here had lacked severity. In fact, after this corner fight, the game seems to be going well for White. In a sense, Black has made an effort to capture stones that White wanted to sacrifice.



Dia. 2

Michael hesitated for 25 minutes before reinforcing with 48. After the game he commented that being forced to play this kind of move was painful. However, Morino praised it, seeing it as a sign of Michael's strength. (Presumably it is su-

perior to taking sente with a crude exchange like White 'a', Black 'b'.)

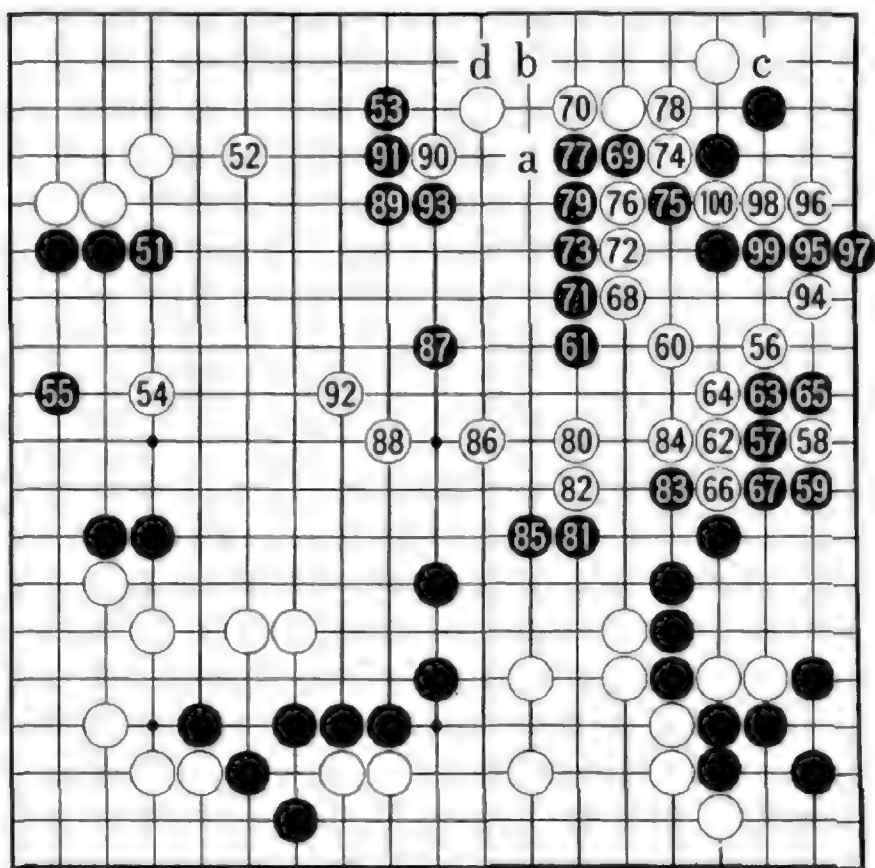
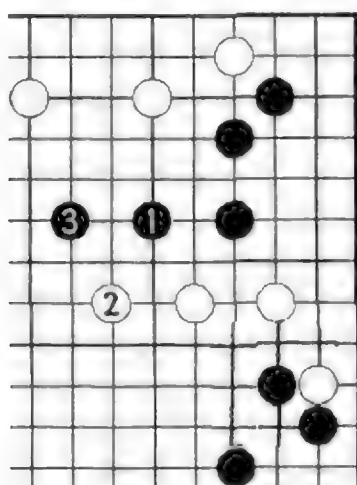


Figure 2 (51-100)



Dia. 3

Figure 2 (51-100). *White reduces the moyo.*

Black 53. Building a moyo with 81, after first forcing with Black 'a' and Black 69, would make it quite difficult for White to reduce the right side.

Black 61. Following *Dia. 3* might be better. This looks simple, but it might be more disagreeable for White, as Black 1 and 3 here make him thin at the top.

Black 89. Attacking at 92 might be better; with any luck Black would swallow up White 54.

White 90 defends against a placement at 'b'.

Black 93. Black 'c', with its threat of Black 'd' next, would be very big: it would forestall White's sente reduction with 96 to 6 in the next figure.

Figure 3 (101-150). *The decisive blow*

White 8 is an important move concerning the balance of power in the centre; playing here seems to give White a bit of an edge.

White 12 decides the game. Black can't afford to give up two stones as in *Dia. 4*, so he has to find something better.

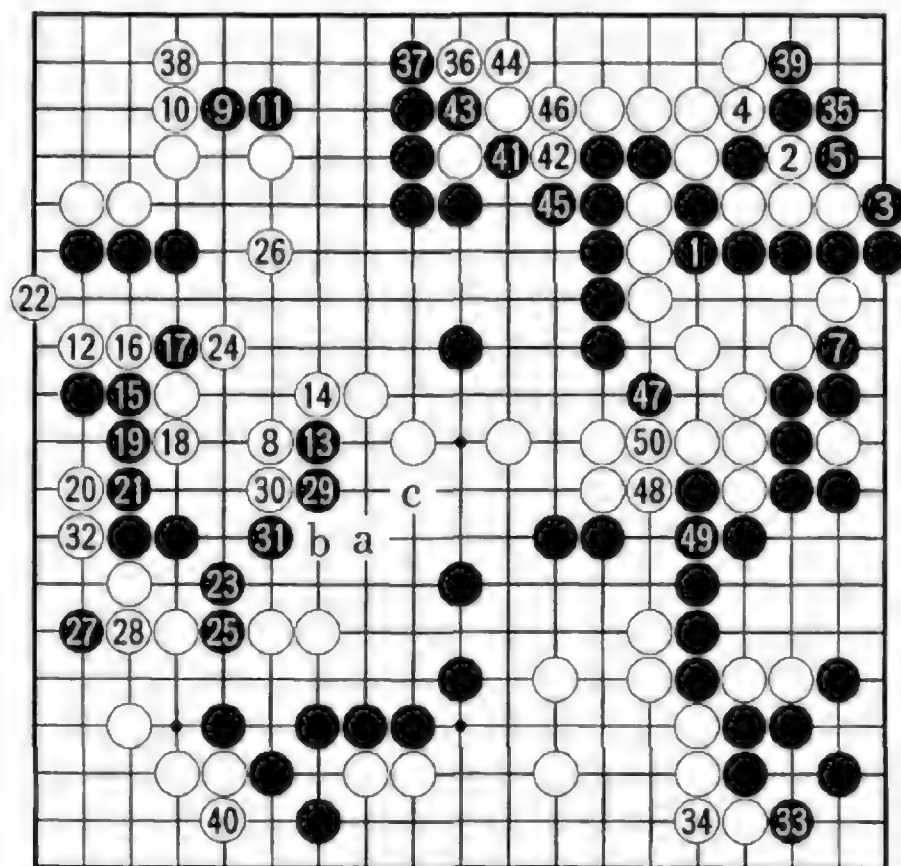
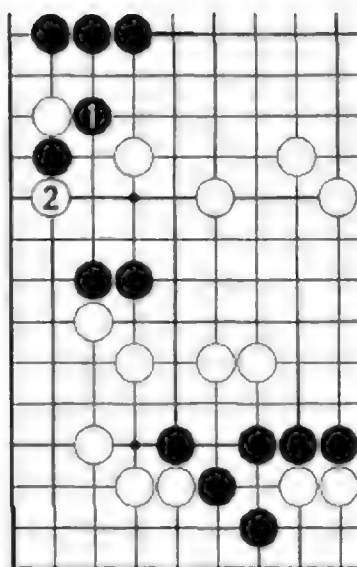
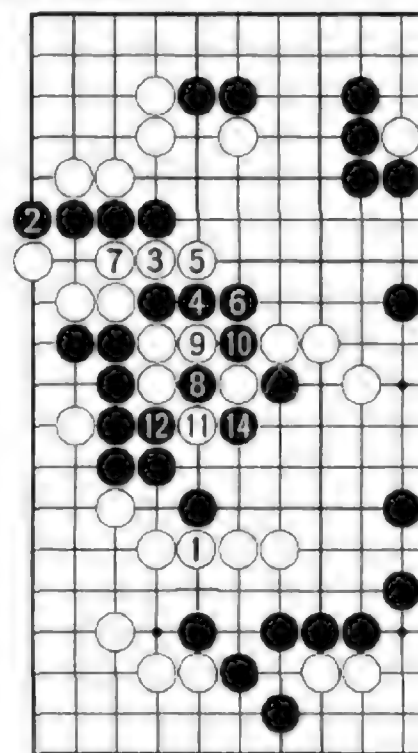


Figure 3 (101-150)

6: connects



Dia. 4



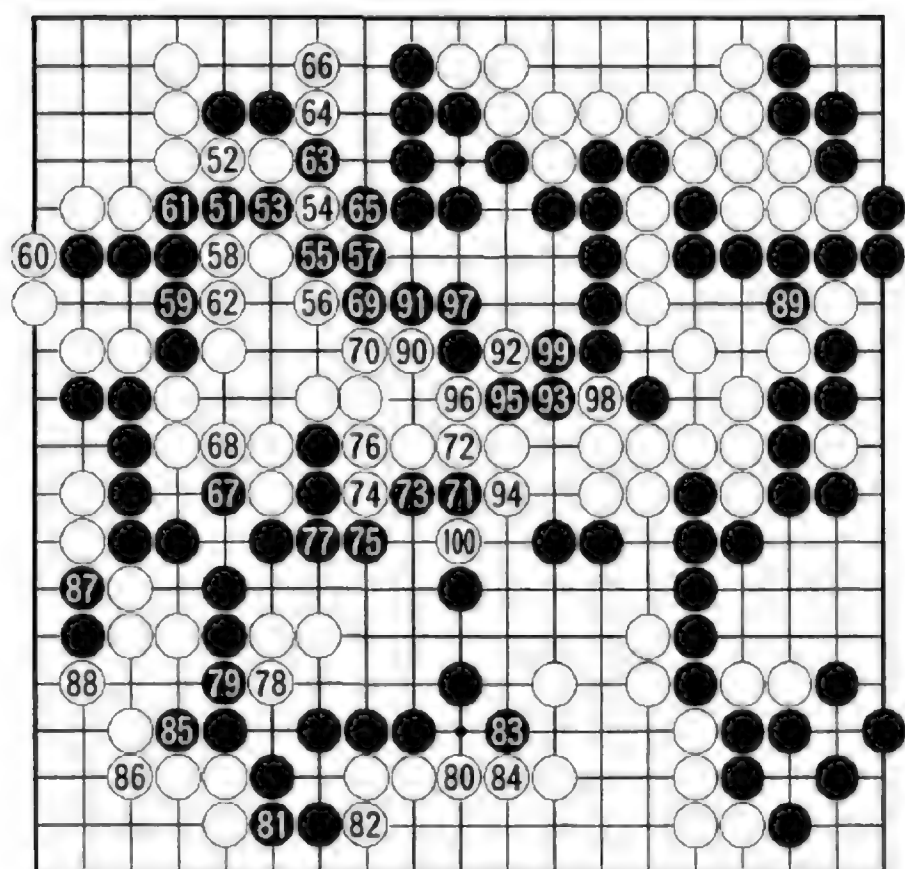
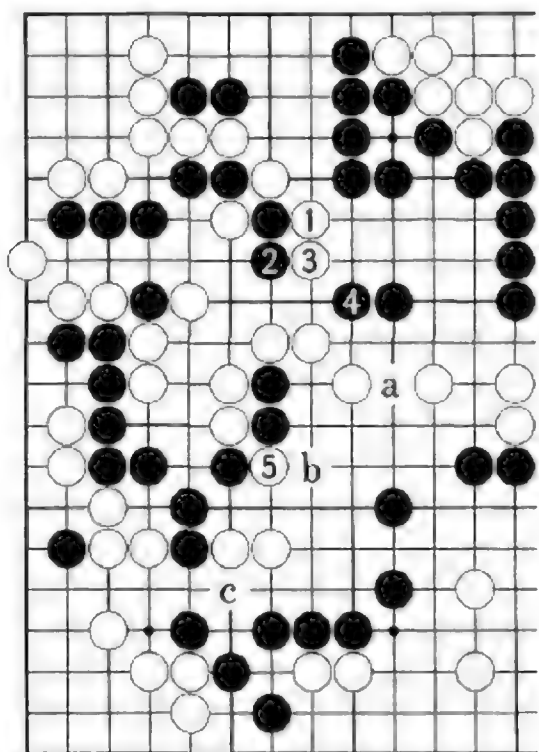


Figure 3 (151-200)



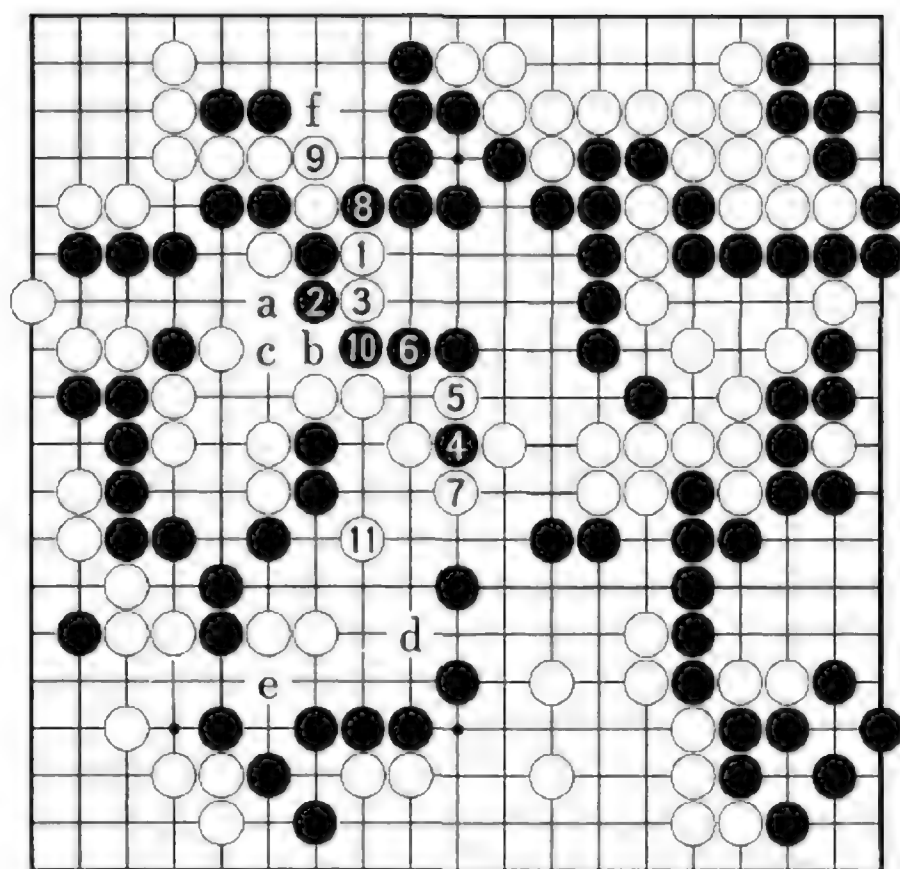
Dia. 6

Figure 4 (151-200). One last trick up Hashimoto's sleeve

Black 51 took Michael by surprise. Of the remaining 32 minutes of this time allowance (before byo-yomi), he used 30 minutes but concluded that he couldn't stop Black from breaking out. His lead disappeared and suddenly it was a half-pointer.

White 56. White compromises. The question of what happens if he tries to capture Black 55 is very complicated. For example, one possibility is Dia. 6.

Dia. 6. Black 4 aims at wedging in at 'a', but cutting at 5 is a good answer, which eliminates this threat. Furthermore, if next White 'b', White can aim at cutting off the black group with 'c'.



Dia. 7

Dia. 7. This is another variation, offered by Koyama Shizuo 9-dan. Black wedges in at 4 before he plays 6. White must capture at 7, so Black saves his two stones with 8 and 10. White could then attack at 11, aiming at 'd' (with its follow-up at 'e') next. Michael commented that 11 looked risky and suggested simply defending with White 'a', Black 'b', White 'c' instead; Black would then have to defend at 11, so White could switch to 'f' at the top. In any case, he was already out of time, so he decided against taking the gamble involved in these two diagrams.



Hashimoto Shoji

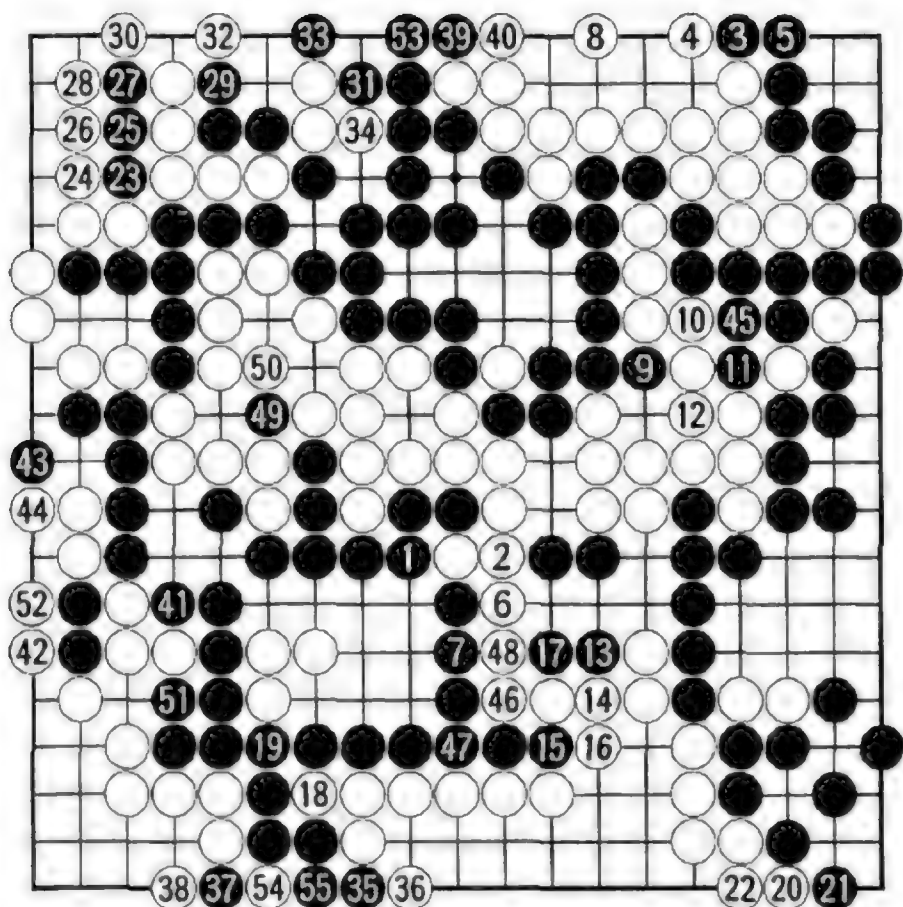


Figure 5 (201-256)
56: connects at 37

Figure 5 (201-256). A cliff-hanger

Whether by good luck or good judgement, Michael's decision to compromise in the previous figure was justified by the result, though the margin could not have been closer. This gave him one of his most important wins to date and earned him the right to challenge Sakata.

White wins by half a point.

To conclude this report, here is a win Michael scored over Yoda Norimoto, the top player of the new generation at the Nihon Ki-in. The game was played in the Kirin Cup, a completely new kind of tournament founded last year by Kirin Brewery. The tournament consists of a knock-out between 12 five-player teams representing different areas of Japan. Team tournaments are rare in Japan to begin with; even more unusual was the fact that the teams were made up of three professionals and two amateurs.

Elimination tournaments were held to decide the members of the teams, and Michael won a place in the Tokyo A team, which won the tournament. His win over Yoda earned the crucial point necessary to beat a strong Hokkaido team captained by Kobayashi Koichi.

Redmond v. Yoda

White: Michael Redmond 6-dan

Black: Yoda Norimoto 7-dan

Time: 30 minutes each, followed by 1-minute byo-yomi. Date: 28 November 1988.

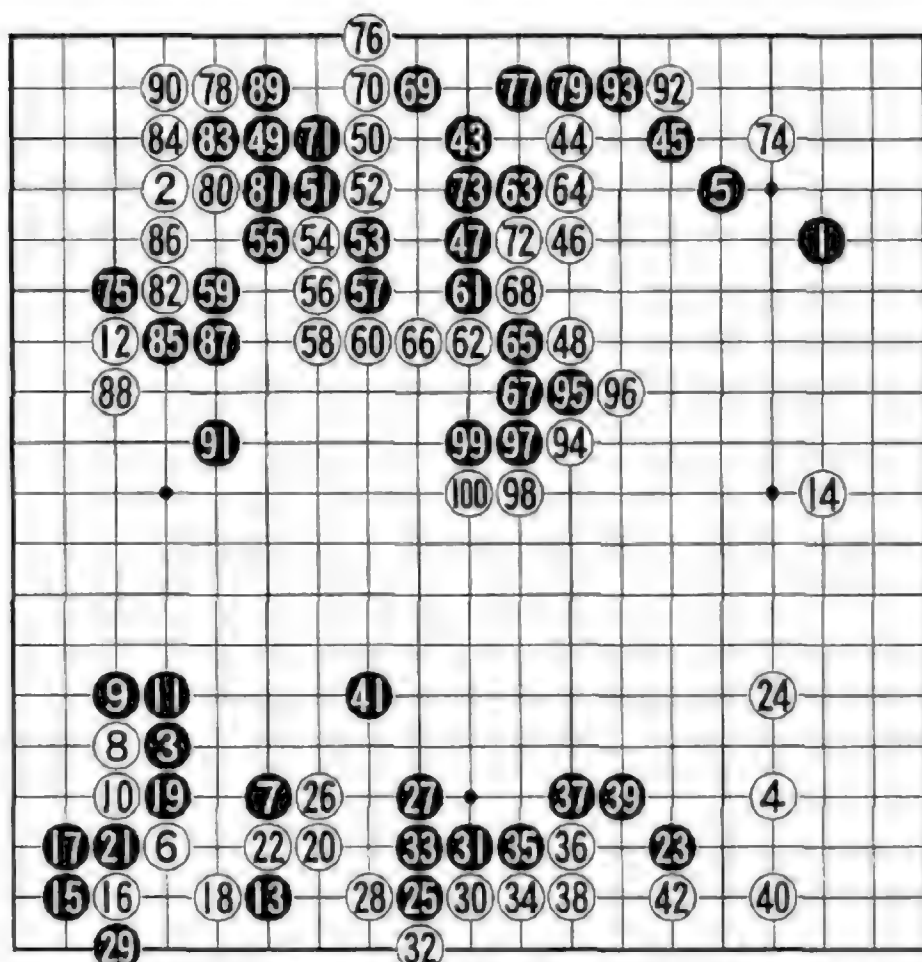
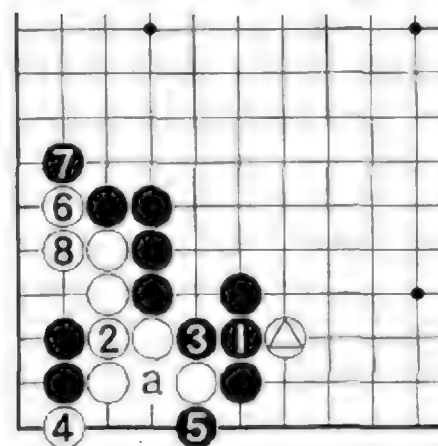


Figure 1 (1-100)



Dia. 1: alternative for 21

Figure 1 (1-100). A good start for Yoda

Yoda goes for influence with 1 and 3 and the irregular enclosure of 5. For White 20, connecting at 21 is the conventional move, but Michael switches to the peep at 20. Fighting spirit leads Black to make a trade, but there would be nothing wrong with simply connecting at 1 in *Dia. 1*. Having played the marked stone, White will switch to 6 and 8 instead of connecting against the atari (if Black captures at 'a', Black 1 becomes a submissive answer to the peep), but Black can be satisfied with this result.

White launches a bold invasion with 44 and 50, but Black answers with precision. Up to 95, he captures the six centre white stones, reaping a large profit and taking the lead. At this point it looks as if he will run away with the game.

Figure 2 (101-160). A magnificent upset

Yoda goes all out with 11: this is the strongest move. Setting up a geta with Black 14 would be good enough, but in a fast game fighting spirit is most important. Black seems at times to be in trouble in the continuation, but he safely links up his stones up to 37. He is ahead in territory.

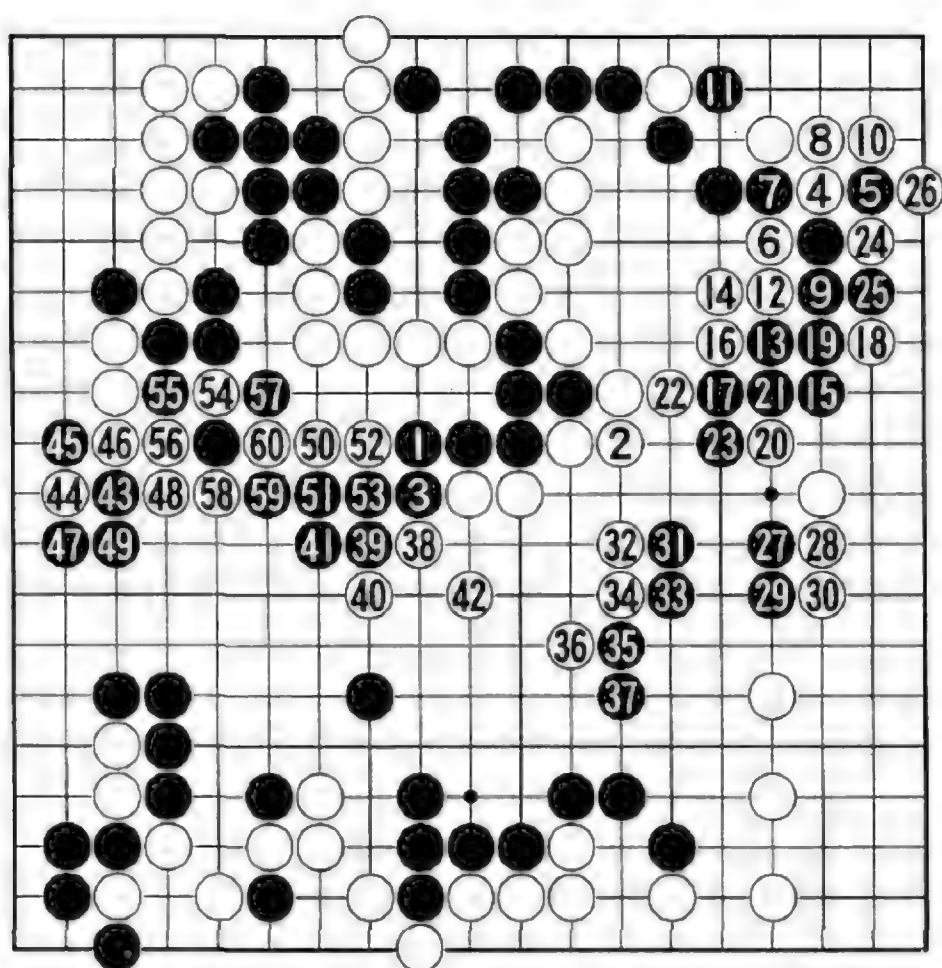
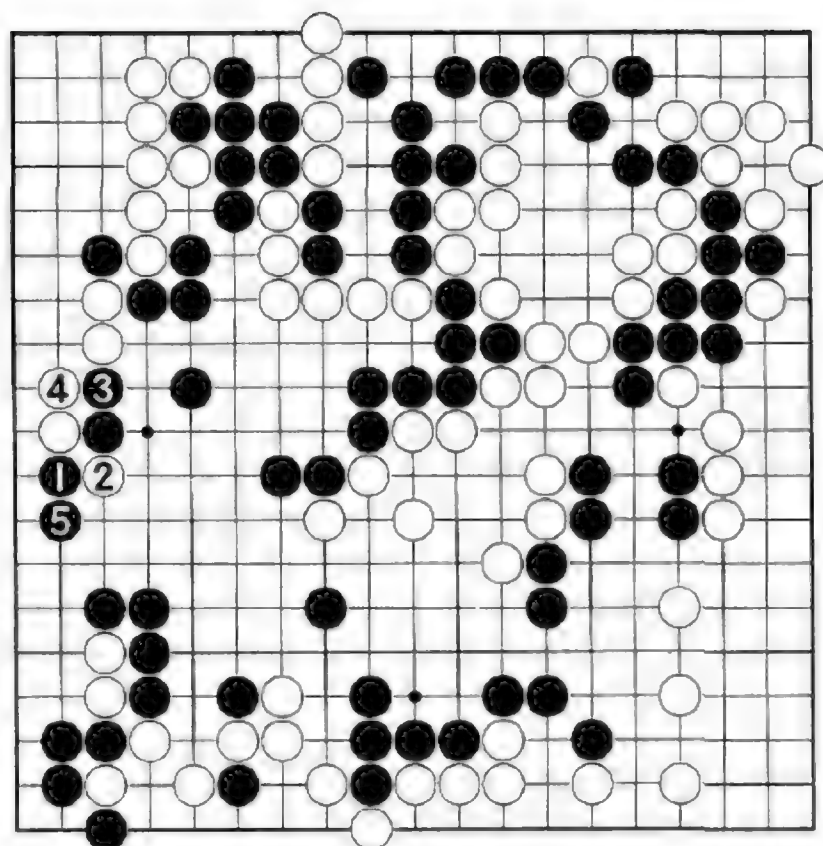


Figure 2 (101-160)

Black 45 and 47 look like a sharp counter to 44, but they lose the game. White forces with 50 and 52, then wedges in at 54. In an instant he has caught the group at the top and upset Black's lead.



Dia. 2

Instead of yielding to the temptation to take a little profit with 45, Black should have blocked peacefully at 1 in *Dia. 2*. This way he would have had no trouble winning. White's cut at 2 looks dangerous, but Black just scrapes by with the 3-5 combination.

Black resigns after White 160.

(Translated by John Power)

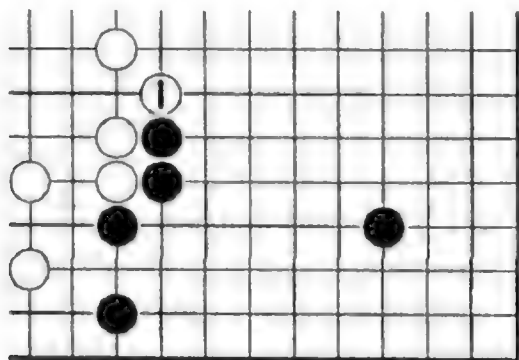


As a member of the Tokyo A team, which won the 1st Kirin Cup. Other members of the team are (L to R) Tei Meiko 7-dan (board 2), Sakata Eio (board 1), Kikuchi Yasuro (board 4) and Imamura Fumiaki (board 5).

36 Tesuji Patterns

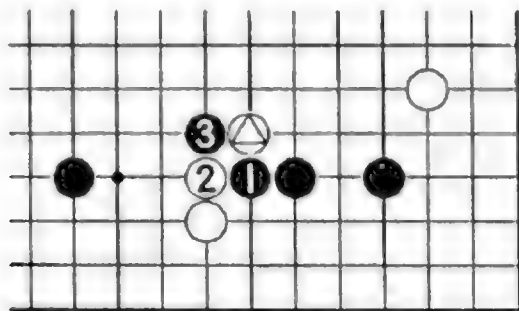
Sakata Eio, Hon. Honinbo

The aim of this series is to help you master the basic tesuji patterns that come up repeatedly in games. If you master these tesujis, you will soon discover how useful they are in actual play. It's surprising how often even quite advanced players miss simple tesujis in the heat of battle. The answer is to make yourself so familiar with the standard tesuji patterns that you can spot an opportunity to play them instantly. Practising the 36 tesuji patterns presented in this series should make a big difference to your fighting ability in the middle game. In the problems in this issue you are asked to find the best way of making shape in the middle of a fight.



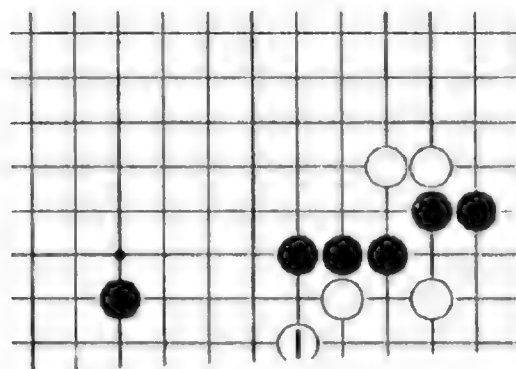
Pattern 13: Black to play

White 1 is a key move: it makes excellent shape for White. How should Black answer?



Pattern 14: White to play

In this handicap game (four or five stones), Black has counterattacked against the marked white stone. This looks severe, but is it really? That depends on how White answers.



Pattern 15: Black to play

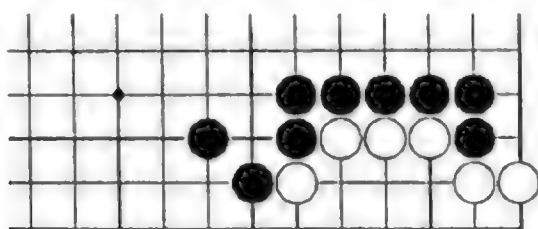
White 1 is one of a number of ways White has of living in the corner. From the standpoint of shape, Black has only one answer.

Answers on page 60.

36 Life and Death Patterns

Kato Masao, Oza

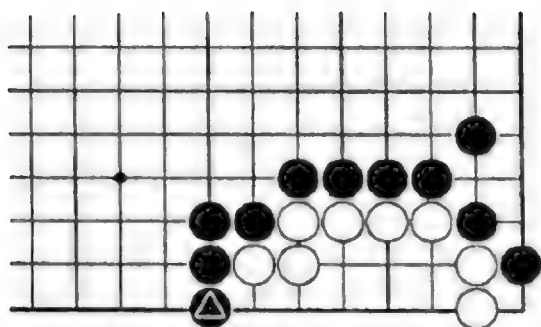
If you let living groups die and fail to kill vulnerable enemy groups, it doesn't matter how good you are at the other aspects of the game: all your knowledge will go to waste. Memorizing solutions to problems is not the best approach; rather, we recommend that you tackle as many life and death problems as possible, and that you regularly review the ones you get wrong. You must think about the problem each time instead of trying to remember the answer. It is through this analytical effort that you will get stronger. For some basic practice, this series presents some of the regularly recurring patterns that all low-kyu players should be able to solve.



Pattern 13: Black to play

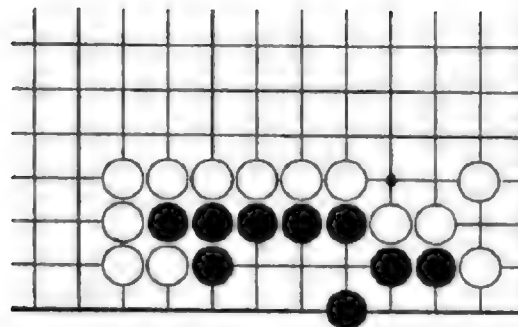
How can Black take advantage of White's shortage of liberties to kill him?





Pattern 14: Black to play

This group looks more immune to attack, but it is also handicapped by a shortage of liberties. The key to the solution is the marked black stone on the edge.



Pattern 15: White to play

The first move here may be hard to find: sometimes attacking immediately at the vital point does not work.

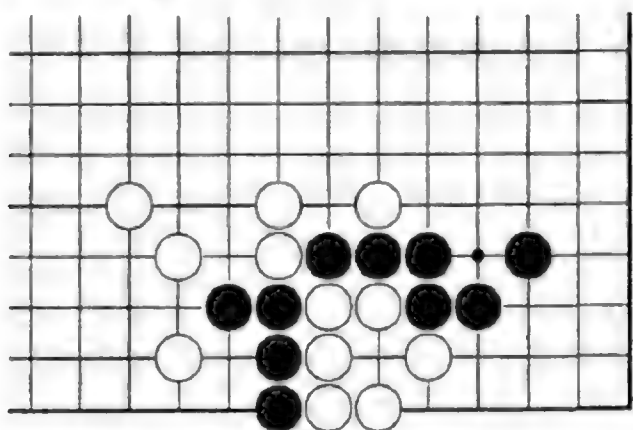
Answers on page 61

Good Style and Correct Shape

Cho Chikun, Honinbo, Judan & Tengen

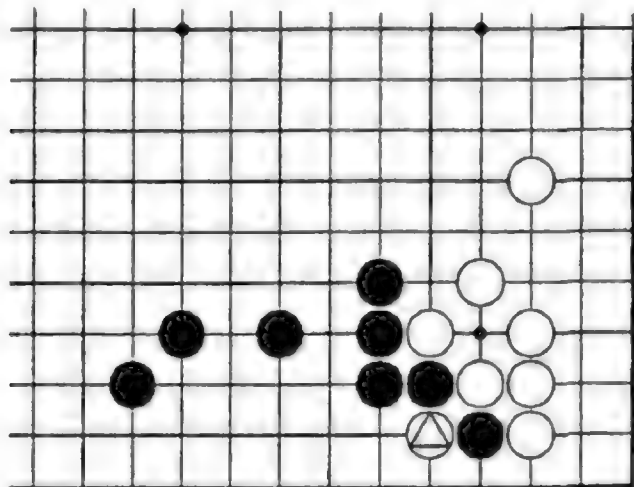
The aim of this series is to help the reader acquire the knowledge of shape and style necessary to develop his judgement so that he can make the right tactical decisions in the give and take of the middle game.

This is the 8th instalment in this series. The first six were written by Rin Kaiho, after which Cho Chikun took over for the second half of the series. The first seven instalments appeared in issues 43 to 49, after which we temporarily discontinued it for reasons of space. In answer to requests from readers, we are now reviving the series.



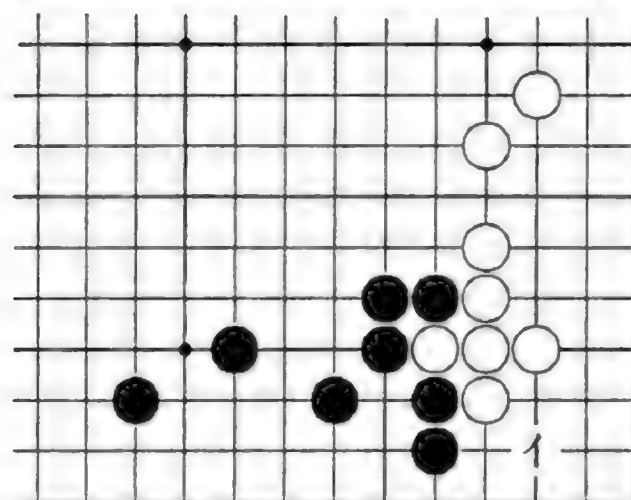
Problem 15: Black to play

This might look like a simple problem, but there is a pitfall.



Problem 16: Black to play

Assuming that the game has entered the endgame, how should Black answer the marked white move? Black has two aims: to keep sente and to find the most profitable endgame move.



Problem 17: White to play

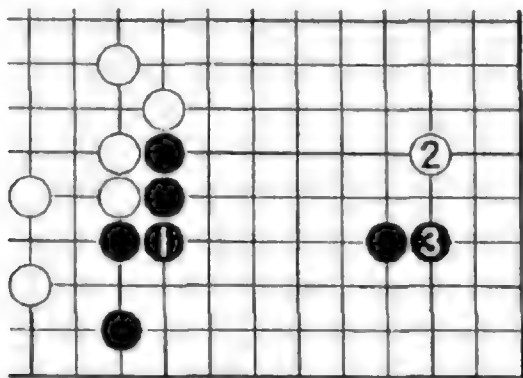
What is the best way for White to defend against the threat of Black 'a'?

Answers on page 62

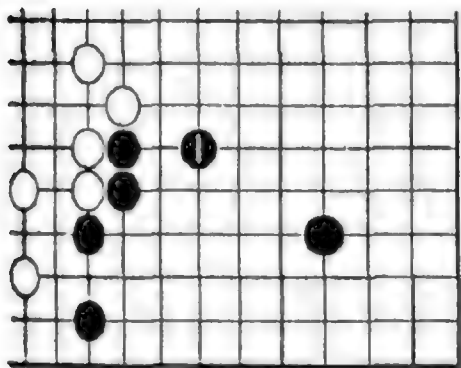
36 Tesuji Patterns: Answers

Pattern 13

Dia: 1. Letting White make perfect shape with the hane was bad, but it's no use crying over spilt milk. Black has to make the best of a bad situation, and the way to do that is to connect solidly at 1. This may seem slow, but it is the proper move (honte): it leaves no weak points for White to exploit. If White 2 next (there is no guarantee White will play here, of course), then defending the corner with 3 is possible because Black has made such solid shape with 1.



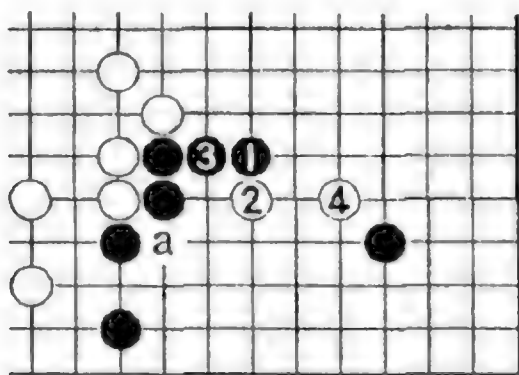
Dia. 1: correct



Dia. 2: too loose

Dia. 2. A lot of people will be tempted to jump to 1, in the misled belief that it surrounds territory on a larger scale, but this leaves too many gaps in Black's shape. Next —

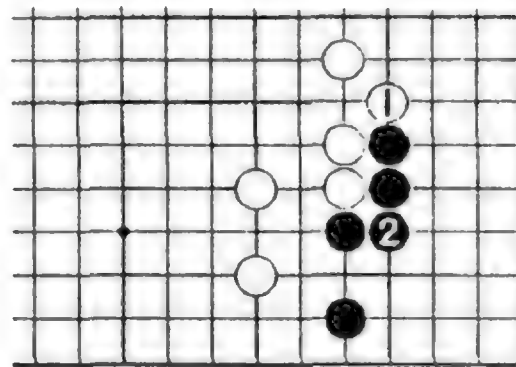
Dia. 3. For example, White can attack at 2, exploiting the cutting point at 'a'. If Black 3, White plays lightly at 4; obviously Black can't expect much territory in the corner now. Compare this to *Dia. 1*, where an invasion would be very risky for White.



Dia. 3: easy to invade

Dia. 4. If we move the same position towards the edge, then no one would have any hesitation about connecting at 2. The point is to realize that

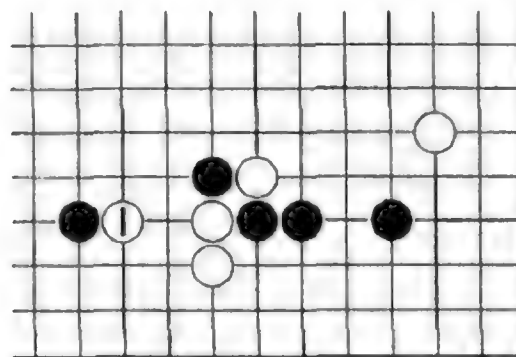
the same logic applies on the side.



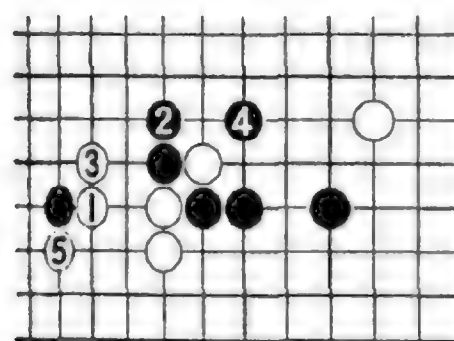
Diag. 4: more obvious

Pattern 14

Dia. 1. Attaching at 1 is the tesuji. This kind of move often comes up in josekis, so if you have memorized a lot of josekis, you should have been able to apply your knowledge here. If you haven't studied josekis much, it's worth remembering that this is good style. After 1, Black has no good answer.



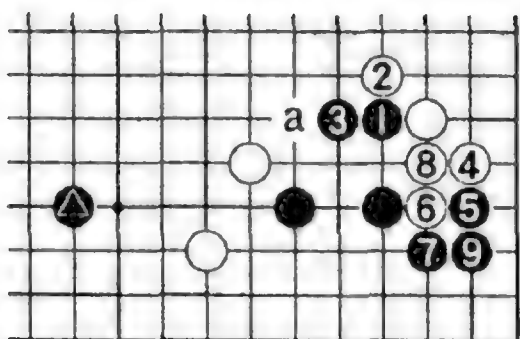
Dia. 1: the tesuji



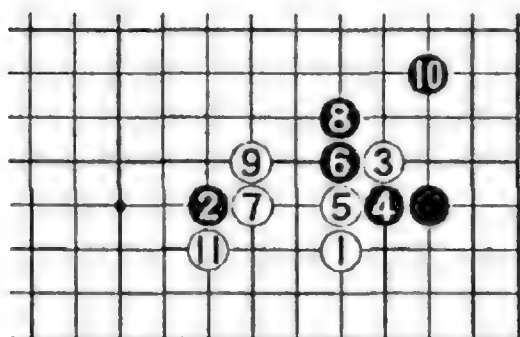
Dia. 2: inconsistent

Dia. 2. The best Black can do is to extend at 2, which will probably lead to an exchange. Black captures a stone in a geta, but after 5 his marked stone has become useless. Since it was played as an attacking move, this continuation shows up an inconsistency in Black's play.

Dia. 3. To go back a bit, before Black pushed along and cut, the correct strategy for him here is to attach at 1 in order to strengthen his corner. Black 1 at 'a' is also possible; either way, the marked black stone will now function effectively as part of an attack, so Black's strategy will be consistent.



Dia. 3: correct for Black



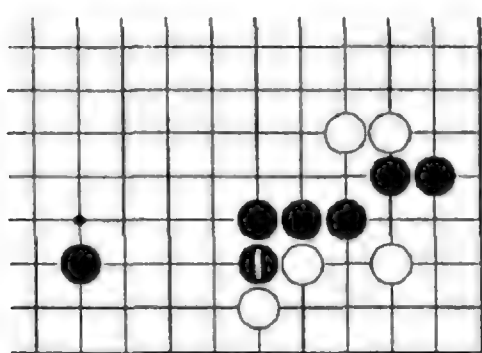
Dia. 4: analogous joseki

Dia. 4. This is one of the two-space high pincer josekis. When White presses at 3, Black counters by cutting; attaching at 7 is then a tesuji. Pattern 14 is an application of this same tesuji.

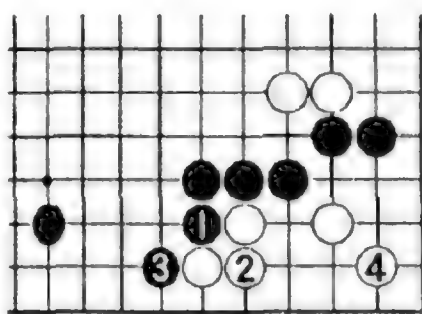
Pattern 15

Dia. 1. Simply pushing in at 1 is best. If you can play a quiet-looking but effective move like this, then you have a bright future as a go player.

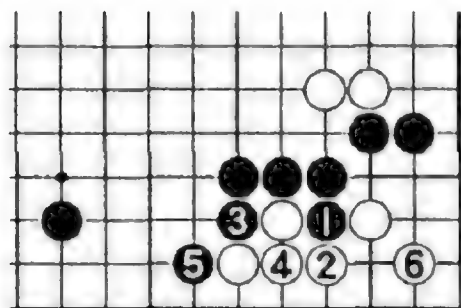
Dia. 2. White has no choice but to connect at 2, so Black blocks at 3, forcing White to seek life with 4. Note that Black has not played any unnecessary moves and that he still has plenty of ko threats.



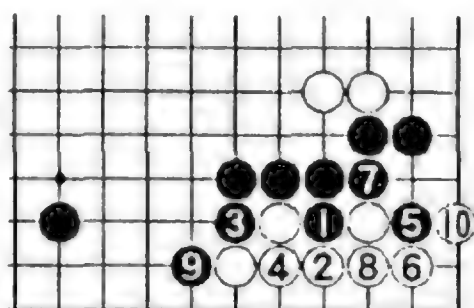
Dia. 1: simple but effective



Dia. 2: no waste



Dia. 3: crude



Dia. 4: all the aji gone

Dia. 3. If Black first pushes down at 1, the

continuation to 6 is inevitable. A comparison with Dia. 2 should make it clear how superfluous the 1-2 exchange is. Black has just filled in one of his own liberties and lost a ko threat.

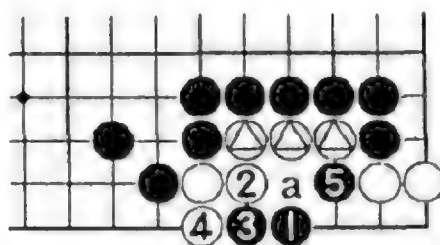
Dia. 4. Switching to 5 here is even worse: Black eliminates just about all his future potential in the corner. It's very important not to play moves before you have to; Black's play in Dias. 3 and 4 is a good negative example.

(*'Let's Go'*, May 1983)

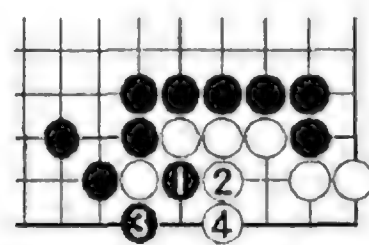
36 Life and Death Patterns: Answers

Pattern 13

Dia. 1. The placement at 1 is the vital point; it follows the proverb, playing at the centre of the three marked stones. White's shortage of liberties prevents him from resisting effectively. The strongest answer is connecting at 2, but Black counters with 3 and 5, and White is helpless, unable to atari from either side. If White plays 2 at 'a', Black links up with 4; if White 2 at 3, Black cuts at 5 and threatens a snapback. Note that Black 3 at 4 also works for Black: if White 3, Black cuts at 5, for a similar result.



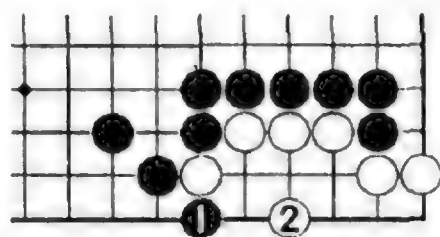
Dia. 1: White dies



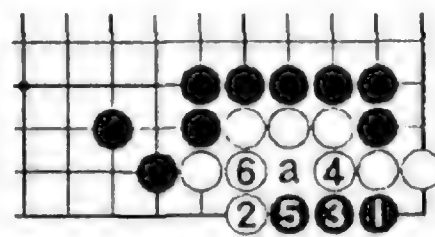
Dia. 2: White lives

Dia. 2. Capturing a stone with 1 lets White live with 2 and 4. This makes it too easy for White.

Dia. 3. The hane of Black 1 is often a strong move, but here it doesn't work. When White takes the vital point of 2, he is assured of life.



Dia. 3: White lives

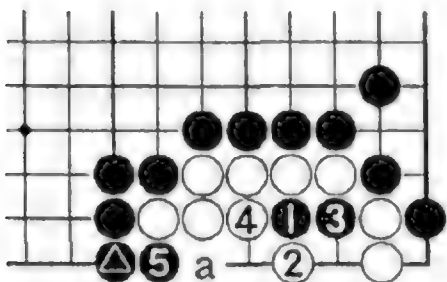


Dia. 4: another failure

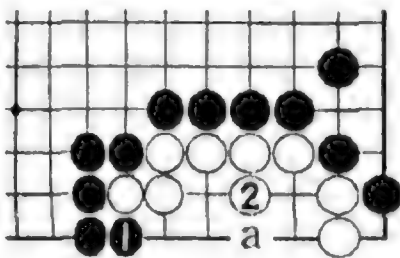
Dia. 4. The 2-1 point is often the vital point for attacking the corner, but here it fails. White 2 secures a seki. Please confirm for yourself that White 2 at 3 or 'a' would lead to a ko.

Pattern 14

Dia. 1. Hitting White a blow in the stomach with 1 kills the group. White's strongest counter is attaching at 2, but then Black exploits White's shortage of liberties by cutting at 3. If the marked black stone were not in place, White would be able to live by playing 4 at 5, but here that's impossible. The point of this problem is that when Black pushes in at 5, White is unable to block at 'a'.



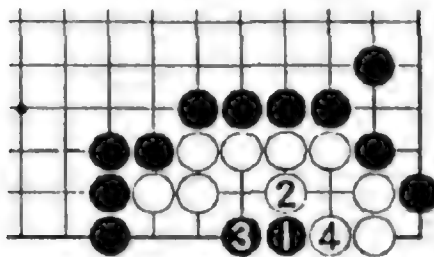
Dia. 1: White dies



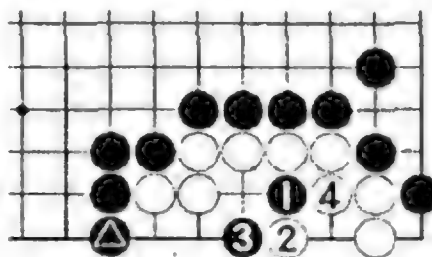
Dia. 2: White lives

Dia. 2. Black 1 follows the principle of reducing the area available to the opponent for making eye space, but White lives unconditionally when he takes the vital point with 2. Actually White could also live with 2 at 'a', though he would get a point less territory.

Dia. 3 Black 1 may be at the centre of three stones, but White doesn't have as many defects in his shape as in the last problem. White 2 makes miai of 3 and 4, so White lives. White also lives if Black plays 1 at 3: he makes the same answer at 2.



Dia. 3: not the vital point



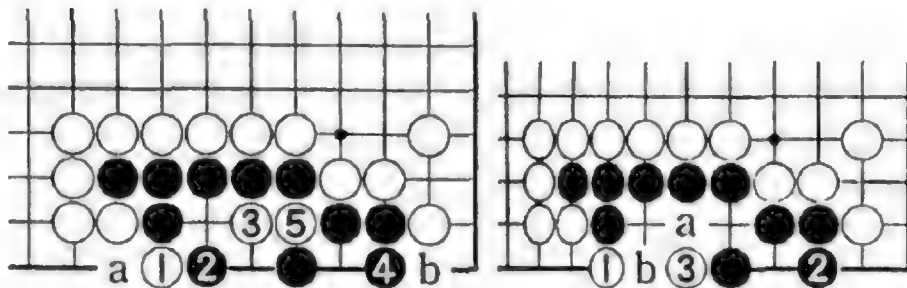
Dia. 4: ko

Dia. 4. Switching 3 in Dia. 1 to 3 here lets White get a ko after 4. Without the marked black stone on the board, this would be the correct answer.

Pattern 15

Dia. 1. This time the proverb 'death lies in the hane' can be applied. However, the aim here is not to reduce White's eye space but to lead him into shortage of liberties after he blocks at 2. When he does, it's clear that White 3 is the vital point; normally Black would be able to get two eyes by descending at 4, but in this case the 1-2

exchange handicaps him. White cuts at 5 with atari, forcing Black to capture at 'a' and giving White time to atari at 'b'.

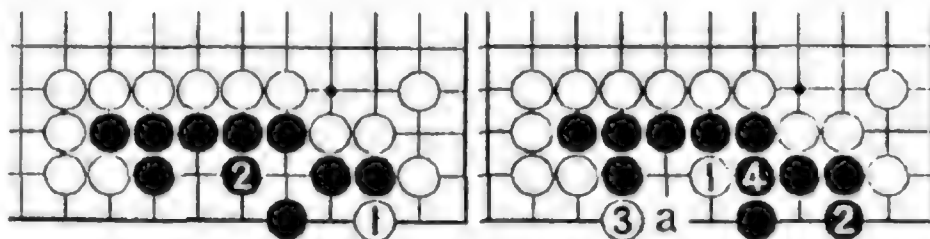


Dia. 1: Black dies

Dia. 2: Black dies

Dia. 2. If Black answers 1 by making an eye with 2, White destroys the other eye by jumping in at 3. Black can't counter with the oi-otoshi tesuji (a throw-in at Black 'b', followed by Black 'a') because of his shortage of liberties. Black 2 at 'a' also fails: White plays in at 'b', making miai of 2 and 3.

Dia. 3. White 1 is hopeless: Black lives with 2. All White has done is to play a sente endgame move.



Dia. 3: hopeless

Dia. 4: Black lives

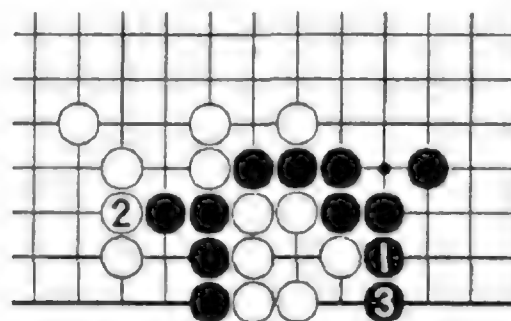
Dia. 4. White 1 is more aggressive, but this way Black 2 works. After 4, White can't save his stone at 1. White 3 at 'a' fails in similar fashion when Black connects at 4.

(*'Let's Go'*, May 1983)

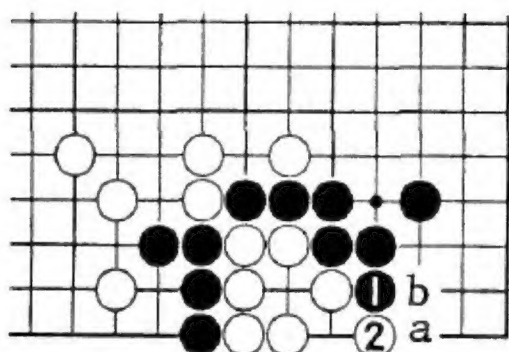
Good Style and Correct Shape: Answers

Answer to Problem 15

Dia. 1. This problem may look very simple. If Black simply fills in White's liberties with 1 and 3, he wins the semeai (capturing race) by one move. But are these really the best moves?

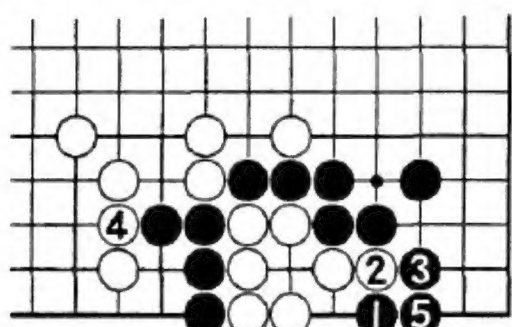


Diag. 1: not correct



Dia. 2: White's counter

Dia. 2. Black is forgetting that White can counter with the hane of 2, which forces Black to play a ko. If Black ataris at 'a', White will cut at 'b' and fight the ko, but even if Black gives way with 'b', he will still have to fight a ko. In short, Black 1 does not win the semeai unconditionally.

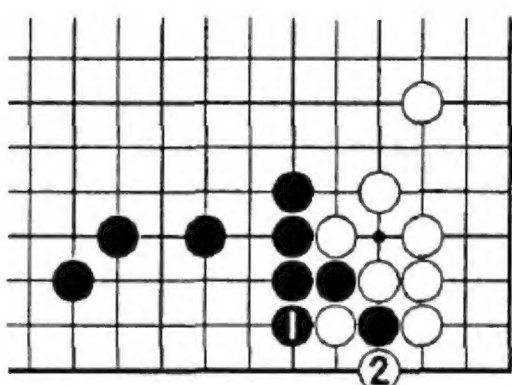


Dia. 3: the tesuji

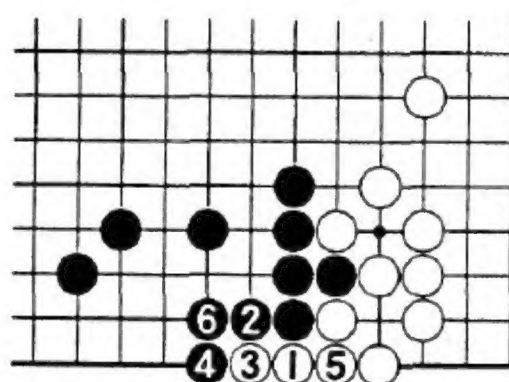
Dia. 3. Jumping down to the edge with 1 avoids the ko. This threatens to atari next, but even if White plays 2, gaining one liberty, he doesn't win the semeai. Black 1 is not a hard move to find — if you are looking for it. The problem is that you might block at 1 in Dia. 1 without thinking.

Answer to Problem 16

Dia. 1. Most people would probably atari at 1 instinctively. This looks like a natural sente move, but —



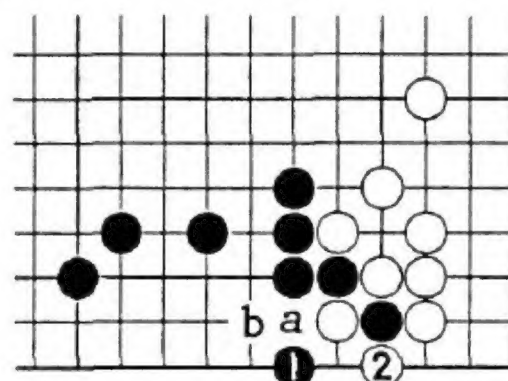
Dia. 1: wrong



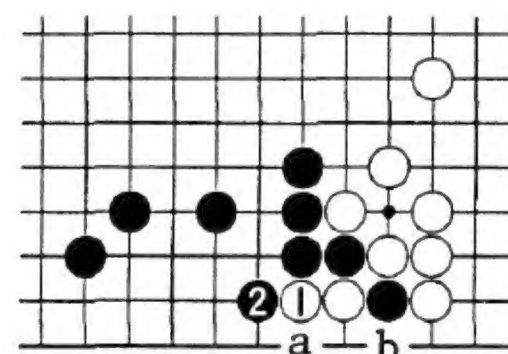
Dia. 2: sente for White

Dia. 2. It is now White's privilege to play the sente sequence to 6. If Black blocks at 3 instead of 2, White may cut and fight a ko.

Dia. 3. Black 1 is a much shrewder forcing move. Black 2 next would be big, so White has to capture at 2. Later he can play White 'a' in sente, forcing Black 'b', but compared to Dia. 1 Black gains two points of territory.

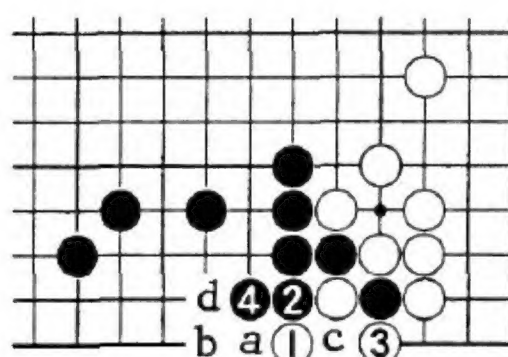


Dia. 3: Black gains



Dia. 4: not best for White

Dia. 4. Let's consider the best move for White if it is his turn to play. Most kyu players would crawl at 1 without thinking; later Black will exchange for 'a' for White 'b'. However, does White have nothing better than this?



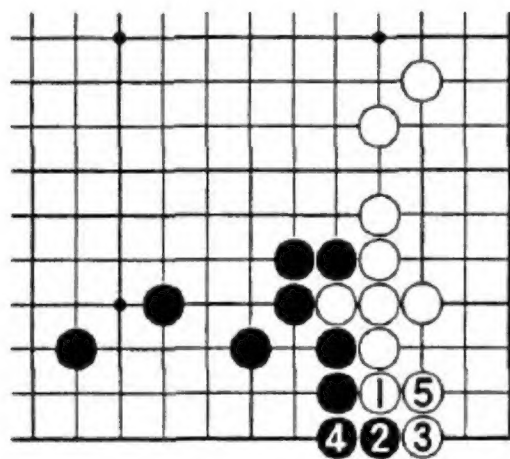
Dia. 5: a gain for White

Dia. 5. The kosumi of 1 is an endgame tesuji. After 3, Black usually gives way with 4 because of the threat of a ko if he blocks at 'a', so later White can play White 'a' through Black 'd' in sente. This represents a gain of two points over Dia. 4. It's clear that 1 is the vital point for both sides.

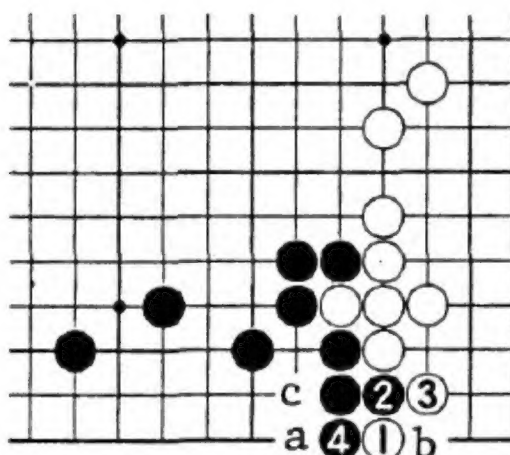
Answer to Problem 17

Dia. 1. Having seen the answer to Problem 16, it will be obvious that this problem involves the same technique of jumping to the first line.

First, this diagram shows what happens if White plays the 'ordinary' move of 1. Black gets to play 2 and 4 in sente.



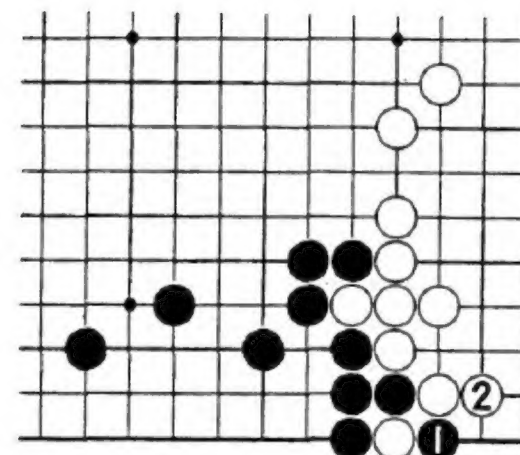
Dia. 1: good for Black



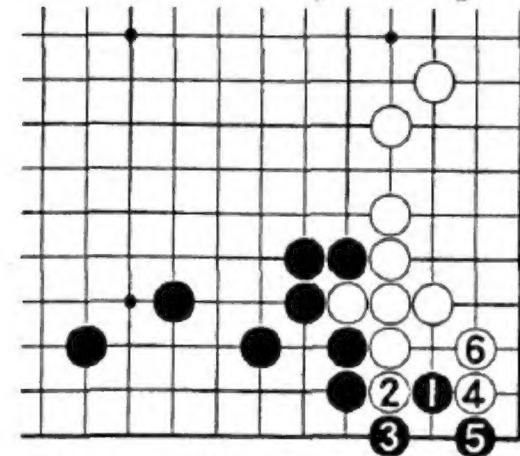
Dia. 2: the tesuji

Dia. 2. White 1 is once again a good move. Black can play 2 and 4, but it's quite possible at this stage for White to tenuki and switch elsewhere. In fact, that is usually his aim when he plays at 1. If Black omits 4, however, White can play White 4, Black 'a', White 'b', Black 'c' in sente, which is why 1 is a good move.

Dia. 3. If Black captures at 1 after White's tenuki, White just pulls back at 2 (the assumption is, of course, that in the meantime White has taken a larger endgame point elsewhere). Compare this result to the next diagram.

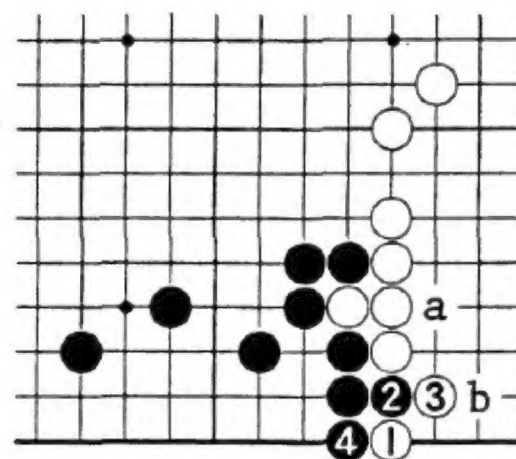


Dia. 3: Black's follow-up



Dia. 4: if White does nothing

Dia. 4. If White switches elsewhere without doing anything here, jumping in at 1 is a big move for Black. White loses a lot compared with Dia. 3.



Dia. 5

Dia. 5. Things are different if Black has a stone at 'a', as then he can make the clamp at 'b' after 4. In this case, White 1 would be inferior to simply blocking at 2. ('Kido', August 1986)

Corrections

Below are some corrections to two recent issues.

Go World 54.

Page 21, left column, 3rd paragraph from bottom: '30' should be '36'.

21, right, Dia. 9 caption: '53' should be '49'.

21, right, 3rd line from bottom: '53' should be '49'.

61, left, 5th line: change 8 to 7.

61, left, 6th line: change 9 to 8.

Go World 53

Page 63, news item on Chinese National Championships: Like Nie, Ma did not participate, which explains why he didn't make the top ten.

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